

EXCLUSIVES



**8 PLAYABLE  
PS2 GAMES INSIDE!**

**Final Fantasy X-2 PLUS! Prequel Video!**  
**Need For Speed Underground • XIII**  
**Castlevania • I-Ninja and more!**



OFFICIAL U.S.

# PlayStation

**MAGAZINE**



**Final  
FANTASY X-2**

demo • review • eternal calm

DECEMBER 2003 ISSUE 75

\$8.99 U.S. \$11.99 Canada



ZIFF DAVIS MEDIA



0 70992 06968 2 12 X

Display Until Dec. 8

WWW.PLAYSTATIONMAGAZINE.COM





Comic Mischief  
Mild Language  
Mild Violence  
Suggestive Themes

[www.us.playstation.com](http://www.us.playstation.com)

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. Jak II is a trademark of Sony Computer Entertainment America Inc. Created and developed by Naughty Dog, Inc. ©2003 Sony Computer Entertainment America Inc.



# JAK II

THIS WORLD IS  
BETTER LEFT TO JAK.

It ain't no namby pamby fairyland, pal. It's a whole new kind of evil. Crawling with ruthless dictators, backstabbing allies and blood thirsty freaks with an appetite for extra rare meat. All pansies kindly tippy toe on out of here. This requires someone with serious ass-kicking savvy. And that someone, my friend, is Jak. This time he's pissed off and battle ready, with a frighteningly large gun, get-the-hell-outta-my-way hoverboard and a nasty case of mutant powers. So please, save yourself the detached appendages and let him handle it.



NAUGHTY DOG

PlayStation 2



LIVE IN YOUR WORLD.  
PLAY IN OURS.



"ENVIRONMENTS AS INTERACTIVE AS  
A LEVEL OF TONY HAWK'S PRO SKATER" - PLAYBOY

Open ended combat allows you to brutalize your opponents in multi-tiered environments with grappling, hand to hand combat, throws, weapons, and a myriad of aerial assaults!

Every hold has a counter hold.  
Every move has a reversal.  
Real time damage models let you know how bad of a beating your taking!

"JACKASS" MEETS  
THE SQUARED CIRCLE IN  
AMERICA'S BACKYARD"  
OFFICIAL PLAYSTATION MAGAZINE

Choke-slams, Powerbombs, German Suplexes, Death Valley Drivers, are only a few of the devastating moves at your disposal when you take control of over 30 hardcore wrestling superstars!!!

Create-A-Wrestler!!  
Get your look together,  
define your offensive arsenal,  
and put yourself in the game...

"STEP OUT OF THE RING AND INTO  
THE FUTURE OF WRESTLING"

- HIT PARADER MAGAZINE

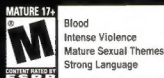
BYWGAME.COM

EA GAMES  
EIDOS

XBOX



PlayStation 2



© 2001 Electronic Arts Inc. The Backyard Wrestling brand, characters, artwork, etc. are © 1991 Backyard Wrestling Inc. All Backyard Wrestling logos and artwork are trademarks of Backyard Wrestling Inc. All other trademarks are the property of their respective owners. Eidos and EA GAMES are either registered trademarks or trademarks of the Eidos Group of Companies. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft Xbox and the Xbox Logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. The ratings logo is a trademark of the Interactive Digital Software Association.



"FROM ROOFTOPS TO ESCALATORS, NOTHING IS OFF LIMITS." FHM

# BACKYARD WRESTLING

DON'T TRY THIS AT HOME

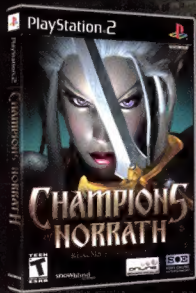
OUT  
NOW!

Features over 40 songs from:

**Andrew WK, Sum 41, Insane Clown Posse, Rancid,  
CKY, American Hi Fi, Chimaira, Bowling For Soup,  
Anthrax, Injected, Dropkick Murphys, Sepultura,  
Spineshank, Shadows Fall, Motion Man and more...**



©2003 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Champions of Norrath, Beams of EverQuest and the Online icon are trademarks of Sony Computer Entertainment America Inc. Online play requires internet connection and Network Adaptor for PlayStation 2 (sold separately). SOE and the SOE logo are registered trademarks of Sony Online Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks are properties of their respective owners. All rights reserved.



"EverQuest + Baldur's Gate = Awesome"

— OFFICIAL U.S. PlayStation MAGAZINE

"With a feature set this deep, this may indeed be the new champion of action RPGs." — PSM



snowblind  
studios



PlayStation 2



# CHAMPIONS of NORRATH

REALMS of EVERQUEST™



Free online multiplayer combat via  
SOEGames.net and offline via Multitap.



45 levels of non-stop action with  
over 50 areas to explore and conquer.



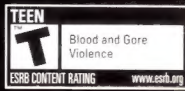
Constantly changing dungeons  
and monsters make each  
game a new experience.

## BE LETHAL.

Slay your way through the glorious Realms of  
EverQuest in a non-stop, hack 'n' slash adventure  
brimming with heroic quests, beautiful locales,  
enchanted zones and dark, mysterious dungeons.

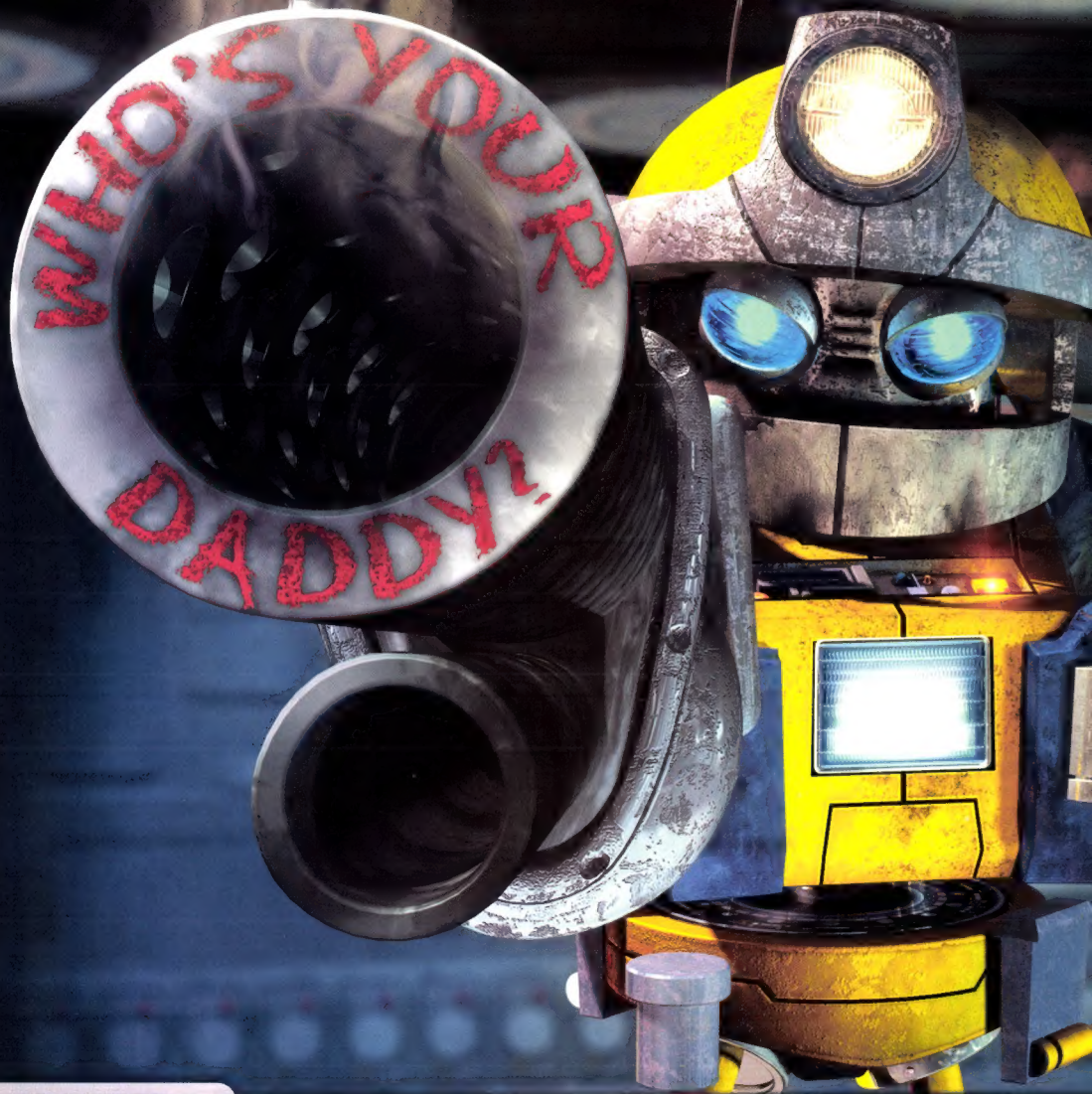
Create your Champion from 5 mythic races and 5 classes,  
customizing the look and name that conveys your unique  
abilities. Discover over 10,000 items, or create your own.  
Master weapons, magic and combination combat to conquer  
hideous creatures and unforeseen evil. But be forewarned —  
a Champion shall forever be challenged!

[championsofnorrath.com](http://championsofnorrath.com)



Game Experience may change during online play





## ARSENAL



S.P.E.W.



MINING  
LASER



RIVET GUN



SLINGSHOT



SCATTER  
GLASTER



RIPPER



CLEANER



TOASTER



Strong Language  
Violence



PlayStation 2





# METAL ARMS™

GLITCH IN THE SYSTEM

This bot's got nuts of steel.

He's delivering a warm welcome  
to evil bots everywhere.



## WEAPONRY



## HIJACKING



## MULTIPLAYER



Meet Glitch and start blasting away with an arsenal of upgradeable weapons, a fleet of destructive vehicles and the ability to hijack evil bots and program them to do his dirty work. Or take pleasure in pummeling your pals in seven destructive multiplayer modes.

[www.metalarms.com](http://www.metalarms.com)

© 2003 SIERRA ENTERTAINMENT, INC. ALL RIGHTS RESERVED. SIERRA, THE SIERRA LOGO AND METAL ARMS ARE REGISTERED TRADEMARKS OR TRADEMARKS OF SIERRA ENTERTAINMENT, INC. IN THE U.S. AND/OR OTHER COUNTRIES. VIVENDI UNIVERSAL GAMES AND THE VIVENDI UNIVERSAL GAMES LOGO ARE TRADEMARKS OF VIVENDI UNIVERSAL GAMES, INC. "PLAYSTATION" AND THE "PS" FAMILY LOGO ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT, INC. XBOX AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE UNITED STATES AND/OR OTHER COUNTRIES AND ARE USED UNDER LICENSE FROM MICROSOFT. TM, ® AND NINTENDO GAMECUBE ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. DEVELOPED BY SHINIGAWA APE STUDIOS.





PlayStation 2

GAME BOY ADVANCE



Violence



\*INTERNET CONNECTIVITY required. Online game play available for the PlayStation®2 computer entertainment system only. PlayStation 2 online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

© 2001 New Line Productions, Inc. All Rights Reserved. "The Lord of the Rings," "The Rings of Power," and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Game cube and online play are trademarks of © 2001 Electronic Arts Inc. All rights reserved. Electronic Arts, EA, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox and the Xbox logo are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, of the Nintendo GameCube logo and Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. "EA GAMES" is an Electronic Arts™ brand.

NEW LINE CINEMA

Visit: [www.lordoftherings.net](http://www.lordoftherings.net)

America Online Keyword: Lord of the Rings





EA GAMES PRESENTS  
THE LORD OF THE RINGS

# THE LORD OF THE RINGS

THE RETURN OF THE KING

Live the movie. Be the hero.



9 playable heroes including Gandalf, Frodo and Aragorn.

+

Team up with co-op multiplayer mode. Go online\* with PlayStation2.

+

15 interactive environments from Minas Tirith to The Crack of Doom.

+

Enemies include The King of the Dead, Shelob, and The Witch King.

Choose your path at [eagames.com](http://eagames.com)





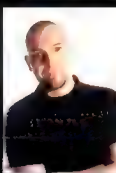
www.playstationmagazine.com

## FINAL FANTASY SPOOGEATHON

### We go absolutely Squenix crazy

If you're not a *Final Fantasy* fan already, I think we'll have you converted by the time you're done with this issue. Not only do we have the first review of the game (you'll only find that here in the *Official PlayStation Magazine* this month), we also have an exclusive playable demo of the game on our DVD (you won't find that anywhere else either), and the exclusive *Eternal Calm* movie which gives an insight into the events that take place between *Final Fantasy X* and its sequel. We're particularly proud of having this movie on our disc, as it was previously only available in Japan and you FF geeks won't be able to see it in English anywhere else in the world. You can't buy it, you can't download it from the Web, and it's not bundled with the new game as a bonus feature either. Sit back and enjoy it, and let it be a taster for future "visual content" that we'll see from Square in the coming months.

If all this isn't enough to get you pumped up on Square goodies, we also have news on *Kingdom Hearts II* and *Final Fantasy VII: Advent Children*, too. Don't care about Square games? Well, we have tons of other good stuff too.



John Davison  
Editor-in-Chief

## ABOUT OUR CONTRIBUTORS

### JASON & HEATHER MARTIN

Jason and Heather put together a neat-to-keen mix of group and anime. You'll find their luscious art featured prominently in our Holiday Buyers' Guide this month, and you can find more at their rockin' website.

[www.artoflavmix.com](http://www.artoflavmix.com)



### JOHN DAVISON

John's new book, *Book of the Dead*, is a collection of short stories, which are available for free on his website. What are you waiting for? Buy it now. What are you still waiting for? Do you think you're kidding when you say you'll like it? Well, you will. [www.bookofthedeath.com](http://www.bookofthedeath.com)



### DAVE SMITH

Dave is hardcore. He knows more about anime than anyone we know. Plus, he's one of the intrepid new Internet Adventurers working for Sam. He wrote our *Gundam* review and does our anime column. [www.tup.com](http://www.tup.com)



## Videogames Have Movies, Just Like Movies

The Entertainment software Rating Board provides a rating for all video games. These ESRB ratings are intended to guide, not only parents should also monitor minors' purchases.

WWW.ESRB.ORG



**EARLY CHILDHOOD RATING**  
Decided suitable for all children 3 and older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.



**EVERYONE RATING**  
The E rating is the previous K-A rating. Suitable for kids ages 6 and up. Limited games may contain minimal violence or crude language.



**TEEN RATING**  
Contains suggestive themes, mild or strong language, and/or mild violence. Some parents may want to supervise children playing. Trained games.



**MATURE RATING**  
These games contain more adult themes such as blood and gore, stronger language, and sexual themes. Deemed not suitable for those under 17.



**ADULTS ONLY RATING**  
The extreme of the ratings, suitable for adults only. Contains sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.



ZIFF DAVIS MEDIA

### THE MAGAZINE

Editor in Chief: John Davison  
Managing Editor: Gary Steinman  
Previews Editor: Chris Baker  
Reviews Editor: Joe Rybacki  
News Editor: Giancarlo Vanzini  
Associate Editor: Thierry Nguyen  
Group Columnist: Dick McLaver  
Editorial Contributors: Ken Howard, Nick Maragos, John Skatz, Greg Sewart, Dave Smith  
Japanese Correspondent: Yutaka Ohnishi  
European Correspondent: Axel Strohm

### DESIGN

Senior Art Director: Bob Conlon  
Art Director: Jason "Frenchie" Babler  
Graphic Designer: Tera Nopah  
Illustrators: Jason and Heather Martin, Greg White  
Photography: Bruce Racine, Michael Sexton, Joe Tocco

### COPY DESK

Copy Chief: Kristen Salvatore  
Copy Editors: Tom Edwards, Greg Ford, Maritza Renteria

### PRODUCTION

Manufacturing Director: Carlos Lugo  
Senior Production Manager: Anne Marie Miguel  
Production Manager: Monica Brent  
Assistant Production Manager: Teresa Newton  
Art Production Manager: Michele Manousos

### ZD GAME GROUP

Senior Vice President: Dale Strang  
Editorial Director: John Davison  
Creative Director: Simon Cox  
Business Director: Cathy Benoff

### CIRCULATION

Group Circulation Director: Tracy Schultz  
Single Copy Sales Director: Bob Kereskes  
Senior Newsletter Sales Manager: Don Galen  
Internet and Partnership Marketing Dir: Chris Wilkes

### SUBSCRIPTION SERVICE NUMBER

800-627-6458 (US and Canada only)  
or  
800-627-6458 (Outside US and Canada)  
Subhelp: [subhelp@magazine.com](mailto:subhelp@magazine.com)  
TO SUBSCRIBE ONLINE

## Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-based magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the Official U.S. PlayStation Magazine (OUPM) remains independent from SCEA and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, complete, and candid coverage of PlayStation software and hardware.

### SALES AND MARKETING

Group Publisher: Lee Unzueta  
Group Associate Publisher: Stan Iagen  
Advertising Director: Mari Yamaguchi  
BAY AREA  
Mary Gray: District Sales Manager  
Aaron Salomon: Account Executive  
SOUTHWEST  
Julie Steelman: Regional Sales Manager  
Eve Friedman: Account Executive  
MIDWEST  
Marc Callison: Regional Sales Manager  
Candace Draz: Account Executive  
EAST  
Ian Steinkamp: Regional Sales Manager  
Amy Mishra: Account Executive  
ONLINE SALES  
Bill Young: Internet Account Manager  
Tipster: Ubbeholte, Senior Advertising Coordinator  
Alison Rubino: Sales Assistant

### MARKETING

Ray Ledda: Marketing Director  
May Yang: Associate Branch Director  
Wayne Shis: Marketing Coordinator

To contact sales and advertising, please call 415.542.8000

### ZIFF DAVIS MEDIA INC.

Chairman & CEO: Robert J. Callahan  
Chief Operating Officer & CFO: Sam W. Corcoran  
Senior Executive Vice President, Publishing Operations: Tom McGrode  
Executive Vice President & Editorial Director: Michael J. Miller  
Executive Vice President, General Counsel & Secretary: Gregory Barton

### Senior Vice Presidents

Janine Alexander: Advertising & Sales Operations  
Chris Dobrow: Corporate Sales & Publisher: eWEEK  
Larry Green: Business Development & Worldwide Licensing  
Derek Irwin: Finance  
Charles Mast: Circulation  
Sloan Seaman: Enterprise Group  
Dale Strang: Game Group  
Jason Young: Internet

### Vice Presidents

Ken Beach: Corporate Sales  
Tim Capes: iPE Magazine Group  
Aron Goldberg: Market Experts  
Michael Kruger: Market Experts  
Charles Lee: iNtergard Media  
Jim Ludebeck: Editor in Chief: iNtergard  
Erik Lundquist: Editor in Chief: eWEEK  
Bill Macpherson: iNtergard Development  
Ellen Reisman: Editor in Chief: iDIO  
Beth Repeta: Human Resources  
Pat Repeta: Business Development and International Licensing  
Tom Stevens: iNtergard Editor in Chief: iNtergard  
Stephen Sutton: iNtergard Audience Development  
Ed Vail: Research & Market Intelligence  
Stephen Veith: Publisher: iDIO iNtergard

Senior Director, Manufacturing  
Carlos Lugo

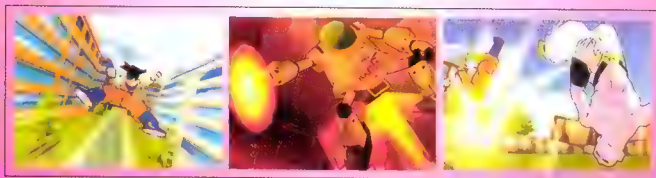
Contact anyone on this masthead using the email address: [info@psmag.com](mailto:info@psmag.com)



PRE-ORDER NOW

# Ah, the joys of evil.

ATARI



Not only has Buu™ arrived, but you can fight as any of his three evil forms. Plus there's all new graphics, new fusions, new absorptions, and Dragon World, a new single player mode that lets you create your own DBZ™ adventure. If you've got a favorite character, you've got a fight.

**DRAGON BALL Z**  
**BUDOKAI 2**  
武 道 会 2

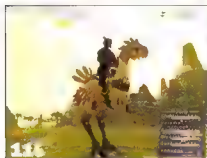


PlayStation.2





# CONTENTS



Redefining the power trio  
is looking great doing it.

126

## REGULAR BITS

### 24 INPUT

You send us letters, we print your letters. Because we care. Here's the address: [opm@z100.com](mailto:opm@z100.com)

### 36 SPIN

Final Fantasy VII-2: Game or movie? Find out inside Plus: PSX, our Holiday Buyers Guide, and more!

### 130 DEMO DISC

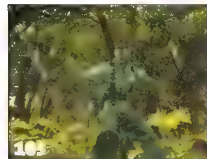
What other mag lets you get your hands on PS2 games before they're released?

### 186 REPLAY

A whopping 16 pages of tricks, strategies, and archived reviews. You bought it, we've got it covered.

### 202 PS.

Wondering what you'll be reading about in next month's OPM? Wonder no more.



Naughty or nice?  
Can't it be both?

48

If you think Final Fantasy X-2 is nothing more than girly girls playing dress-up, think again.



## PREVIEWS

117 Jack//QUARANTINE

100: Allie

108 Dragon Ball Z: Budokai 2

110 ESPN College Hoops

116 Final Fantasy XI

130 Ford Racing 2

134 Frogger's Adventures

136 Goblin Commander

140 Gran Turismo 4

136 Snowboard: Generations

134 Intuition: Lives

108 The King of Fighters 2000 & 2001

104 Legacy of Kain: Defiance

114 Looney Tunes: Back in Action

104 Manhunt

114 Maximo vs. Army of Zin

100 Medal of Honor: Rising Sun

103 Metal Gear Solid 3: Snake Eater

100 Mission: Impossible—Operation Surma

130 NCAA Final Four 2004

130 NCAA March Madness 2004

108 Need for Speed: Underground

112 R-type Final

132 Sonic Heroes

134 Spawn: Armageddon

110 Super Trucks Racing

98 Syphon Filter: The Omega Strain

114 Terminator 3: Rise of the Machines

102 Tom Clancy's Splinter Cell

100: Tomorrow

118 Transformers: Armada

Prelude to Eon

104 True Crime

132 Virtual On: Mark II

114 Whiplash

110 Winning Eleven 7



102



118

## SPIN

### 36 Advent Children

You've all asked for a sequel to *Final Fantasy VII*, but no one ever said it had to be a game...

### 38 The State of PlayStation

The latest on PSP and PSX.

### 42 Day Planner

OPM's handy monthly calendar.

### 44 The Latest From Capcom

Capcom made one of the strongest showings at this year's Tokyo Game Show. Find out what's coming.

### 48 Holiday Buyers' Guide

### 58 The New Sports Battle: Online

Find out how all the major players stack up in the online arena.

### 62 Battle of the Bands

We played *Karaoke Rev* with R.E.M., Barenaked Ladies, Hoobastank, and Gin Blossoms. Find out who won.

### 70 Simtastic

*Sims* are bustin' out all over.

### 74 Kingdom Hearts 2

Screens and info on the Disney-Square sequel.

### 76 Game Pad

How to find the right TV for you.

### 81 Clash MacLaver

### 82 DVD Reviews

### 86 Animalia!

### 88 The List

Nine things you can't live without.

### 90 By the Numbers

## REPLAY

### 187 Ratchet & Clank: Going Commando

Helpful tester tips.

### 188 Jak II

Jacking the 10 toughest spots.

### 190 Soul Calibur II

Get kinkier with Volto.

### 192 SSX 3

The slickest tricks down the windiest mountain.

### 194 Castlevania: Lament of Innocence

Whipping the three hidden bosses.

### 198 Rewind: December 1998





NFL GameDay 2004



Also, if you have a malfunctioning or non working demo disc, call EBS at 1-800-627-6458. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official J.S. PlayStation Magazine that

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mis-treatment, neglect, or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED

WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETEEN (90) DAY PERIOD DESCRIBED ABOVE. NO EVENT WILL SCAE BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SCAE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.



The  
Power of  
Creation.

Job placement assistance • Accredited College ACCSC



70°

90°

110°

130°

YOU DON'T GO TO THIS BEACH FOR  
VACATION. YOU GO FOR REVENGE.

40°

20°

20°





150° 170° 180°

★ ★ ★ ★

## MISSION DIRECTIVE

-----

Guadalcanal, Solomon Islands

-----

August 6, 1942 - Japanese forces have occupied much of China, Indochina, and everything in the Pacific between Australia and Hawaii. It's time to take it back, and the dense jungle island of Guadalcanal is first in line. Infiltrate the island, silence the sentries and pave the way for America's first offensive action in WW II.



Move like a shadow into enemy encampments.



Neutralize the general and experience the Banai charge.



Clear the way through demolition and stealth.



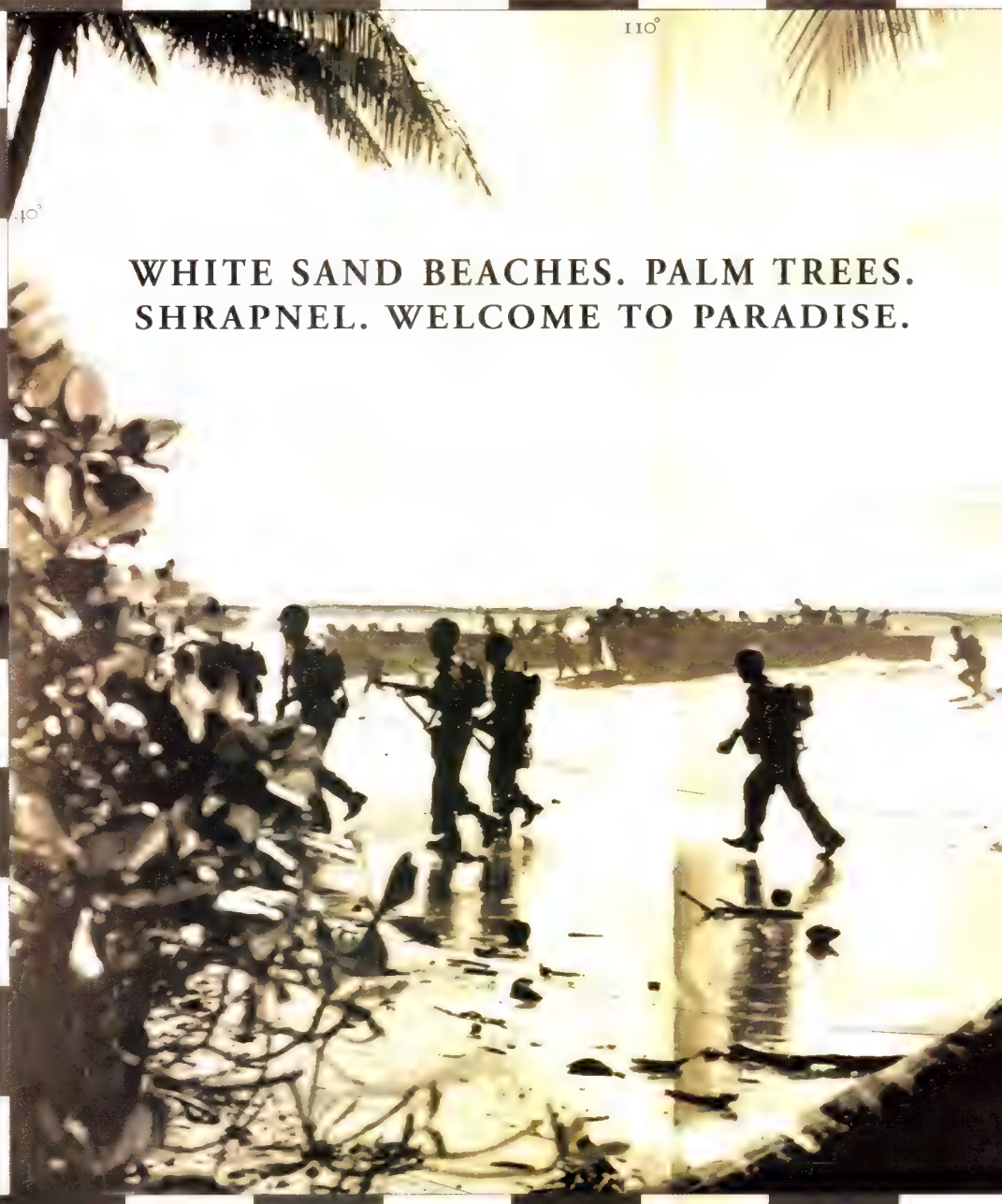
YOU DON'T PLAY, YOU VOLUNTEER.™



Challenge Everything™



WHITE SAND BEACHES. PALM TREES.  
SHRAPNEL. WELCOME TO PARADISE.





170° 180° 40° 20°

★ ★ ★ ★

## MISSION DIRECTIVE

-----

Philippines, 1942

-----

The next stop on your tour takes you deep into the lush jungles on the Philippine island of Luzon. Your job: Hold the last bridge against the advancing Japanese. And if you can't hold it, make sure no one else can. Partner with a demolition unit, set the charges, and get out alive. The only one to pay a toll on this bridge will be the Japanese.



Provide covering fire for a crippled tank through city streets.



Work closely with other Allied units in the fight for the bridge.



When bullets don't work, bring in the high explosive.



YOU DON'T PLAY, YOU VOLUNTEER.™



Challenge Everything™



**MEDAL OF HONOR**  
INTERPRETER



ONLINE  
SEARCH AND BUY

**GAME BOY ADVANCE**



## Violence



© 2003 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, the EA GAMES logo, "You Don't Pay You Don't Win" and "Challenge Everything" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Names of hardware or software or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products: EA Sports Stadium, PlayStation, and the PC Family logo are registered trademarks of EA, Computer Entertainment Inc. The Division 1 logo and EA GAMES logo are trademarks of EA Sports, an Entertainment America Inc. Microsoft, Xbox and the Xbox logo are registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used herein under license from Microsoft. The Nintendo GameCube logo and Game Boy Advance logo are trademarks of Nintendo. All other trademarks are the property of their respective owners. EA GAMES is an Electronic Arts logo.







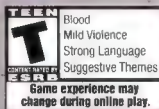
# YOU OWN



THUG™ stars YOU as a skate punk out to make it big.



Do whatever it takes – run, climb, and of course, skate – to make it to the top.



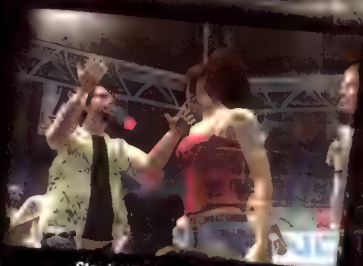
© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and THUG is a trademark of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. PlayStation 2, GameCube and Xbox versions developed by Neversoft Entertainment, Inc. Game Boy Advance version developed by Vicarious Visions. PlayStation® and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online icon is a trademark of Sony Computer Entertainment America Inc. TM, © and Nintendo GameCube and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.



# THE UNDERGROUND



Tear it up in cars or other rides.



Star in all of the Story Mode movies alongside the pros.



Design your own tricks, decks, goals, and levels. It's your game!



## TONY HAWK'S UNDERGROUND

This time it's YOUR journey.  
Break the rules. Bent the odds.

Become a Star!

WWW.AVAILABLE  
THUGONLINE.COM



ACTIVISION





Reaction to *Prince of Persia: The Sands of Time* is overwhelmingly positive. "At first I disregarded it as a game I should like because I'm 'supposed to,'" says George Velesko. "Playing it firsthand reminds me why, sometimes, hype is justified." Still, there is the occasional detractor: "I'm still not very excited," voices Phil Carsner.

### Behind the Scenes at Rockstar

How dumb can this get? Rockstar is being ridiculous by creating *Manhunt*, a game based on snuff films. Was this the dialogue the developers had as they came up with the idea for the game?

**Rockstar Guy 1:** Damnit! Nobody seems to be complaining about *Grand Theft Auto* anymore!

**Rockstar Guy 2:** I know! I thought we were gonna be the Eminem of videogames. I mean, what the hell went wrong? We let them blow people's heads off in *GTA: Vice City*! That seems like enough violence to upset almost anybody. All we want is a little controversy, people! We've failed!

**RG1:** Wait, wait, I have an idea

**RG2:** A sick, twisted, and disgusting idea? One that will make even the most hardcore guys out there a little queasy?

**RG1:** Yes! A game based on... wait for it... snuff films!

**RG2:** BRILLIANT!

**RG1:** LET THE GOREFEST BEGIN

Come on, Rockstar. You can do better than this. This is stupid, immature, and comparable to *BMX XXX*.  
**UltimateBluejew**  
via e-mail

It might be a little dismissive to say that Rockstar isn't still getting heat for *GTA*, but we see your point. Is Rockstar now just creating violence for the sake of violence? Everyone, let us know what you think by sending us an e-mail labeled **ROCKSTAR VIOLENCE**. If you're not familiar with *Manhunt*, check out page 104.

### David Bowie on Your PS2?

Do you think any game company would ever make the movie *Labyrinth* into a game? If a company like Square did it, and did it right, I think it could be a really good game. It could be an RPG where you play as Sarah, Hoggle,



Ludo, and Sir Didymus, and they could get David Bowie to do the voice acting for Jareth. I really like Bowie's acting and wonder if you like the movie, too

**Zandru**

Draper, Utah

*Labyrinth* rocks. And seeing as how the whole basis of the movie revolves around solving puzzles, it could make for a great game. It's doubtful we'll ever see such a

thing, unfortunately, but you never know. If Buena Vista can bring back *Tron* [to PCs, anyway] and Capcom is working on a *Nightmare Before Christmas* game, there's always hope.

### Disgaea-sting!

A full page ad for *Disgaea* [in issue 73, page 125] showed a laxative bottle. What does a laxative have to do with playing a game? The ad is extremely poor taste and disgusting. I do not want to have my boys—who already think farting is funny—thinking laxatives are funny, and amusing as well. Society already has the younger generation thinking that the grosser is the better it is. Who comes up with

Because even the strongest  
heroes need help sometimes

Get regular. Get Disgaea.

PlayStation 2

ATLUS

## GAMERS ARE TALKING ABOUT

From message boards to printed page

Disgaea is a game that's been getting a lot of attention lately. It's a game that's been getting a lot of attention lately.

**ALL BURNING**  
The game is a great example of how a game can be made to be a game. It's a game that's been getting a lot of attention lately. It's a game that's been getting a lot of attention lately.

**THE CITY OF THE FUTURE**  
The game is a great example of how a game can be made to be a game. It's a game that's been getting a lot of attention lately. It's a game that's been getting a lot of attention lately.

**THE CITY OF THE FUTURE**  
The game is a great example of how a game can be made to be a game. It's a game that's been getting a lot of attention lately. It's a game that's been getting a lot of attention lately.

**THE CITY OF THE FUTURE**  
The game is a great example of how a game can be made to be a game. It's a game that's been getting a lot of attention lately. It's a game that's been getting a lot of attention lately.



### CONTACT OPM

Snail Mail  
OPM  
101 Second Street, 8th Floor  
San Francisco, CA 94105

E-mail  
opm@ziffdavis.com and check us  
out at [www.playstationmagazine.com](http://www.playstationmagazine.com)

Fax  
If you need to reach us now  
415.542.8777



# "SPECTACULAR THE BEST ACTION FILM OF THE YEAR"

Paul Clinton, CNN



**EXPLOSIVE  
TWO-DISC DVD**



## DVD SPECIAL FEATURES:

**SPECIAL FEATURES DISC 1:** Commentaries with Arnold Schwarzenegger and Director Jonathan Mostow  
Dolby Digital 5.1 Soundtrack for Maximum Home Theatre Impact

**SPECIAL FEATURES DISC 2:** Introduction by Arnold Schwarzenegger • Revealing New Footage  
On-Set Gag Reel • Create Your Own Special Effects  
Skynet Personnel/Weapons Database

**BUY IT ON DVD AND VIDEO 11.11.03**

MARION F. KASSAB and ANDREW G. VALJIA PRESENT A JONATHAN MOSTOW FILM AN IME/MEDIA / IMF PRODUCTION  
ARNOLD SCHWARZENEGGER "TERMINATOR 3: RISE OF THE MACHINES" NICOL SPALONE CLAUDE DANKS and KRISTINA LUNEN  
MICHAEL FERRY "INDUSTRIAL LIGHT & MAGIC" BOB WAINWRIGHT STUDIOS "THE TRINITY A.C.E." MICHAEL D. COLEMAN "THE JEFF HANCOCK" BOB DUNCANSON A.S.C. JAMES HENRY DUNHAM GUY EAST NICOL SPALONE GALE ANNE HALL  
"JOHN DIAMANTO" AND "MICHAEL FERRY" AND "TEEN SPARKS" "JOHN DIAMANTO" AND "MICHAEL FERRY" "PAUL LEONARDI" "COLIN MASON" "HAROLD F. KASSAB" "ANDREW G. VALJIA" "JULIE D. MORGAN" "JONATHAN MOSTOW"  
"TERMINATOR 3: RISE OF THE MACHINES" "IMF PRODUCTION" "INDUSTRIAL LIGHT & MAGIC" "BOB WAINWRIGHT STUDIOS" "THE TRINITY A.C.E." "MICHAEL D. COLEMAN" "THE JEFF HANCOCK" "BOB DUNCANSON A.S.C." "JAMES HENRY DUNHAM" "GUY EAST" "NICOL SPALONE" "GALE ANNE HALL" "JOHN DIAMANTO" AND "MICHAEL FERRY" AND "TEEN SPARKS" "JOHN DIAMANTO" AND "MICHAEL FERRY" "PAUL LEONARDI" "COLIN MASON" "HAROLD F. KASSAB" "ANDREW G. VALJIA" "JULIE D. MORGAN" "JONATHAN MOSTOW"



[www.Terminators.com](http://www.Terminators.com)

America Online Keyword: Terminator 3

[www.warnerbros.com](http://www.warnerbros.com)

BONUS MATERIAL NOT RATED. © used under license. TM & © 2003 IMF 3.

© 2003 IMF Internationale Medien und Film GmbH & Co. 3 Productions KG. Artwork and Design © 2003 Warner Bros. Entertainment Inc.

AVAILABLE AT









UNLEASH YOUR VENGEANCE





**"The best Legacy of Kain  
installment yet"**

**- Gamespy**

**"This game will own your soul.  
It already has ours"**

**-IGN**

MATURE 17+



Blood and Gore  
Intense Violence



PlayStation 2



eidos



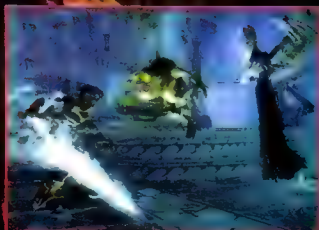
# SLAUGHTER MERCILESSLY.



Utilize telekinetic abilities to hurl enemies into objects, impale them on sharp objects, or throw them off ledges.



Engage in thrilling combo moves using physical agility, telekinesis, and the formidable Reaver blade to destroy hordes of human, and undead foes.



As Kain or Raziel, feed your dark hunger by sucking the blood and devouring the souls of enemies to survive.

## LEGACY OF KAIN — DEFIANCE —

COMING NOVEMBER 2003

[legacyofkain.com](http://legacyofkain.com)





**Ours is a nation built on competition.**  
THINK YOU'RE GOOD ENOUGH TO EARN YOUR CITIZENSHIP? PROVE IT ON THE  
ULTIMATE PLAYGROUND. TAKE ANY EA SPORTS GAME ONLINE THROUGH A  
PLAYSTATION-2 WITH A NETWORK ADAPTOR, AND YOU CAN CHALLENGE ANY OF A HALF  
MILLION OPPONENTS WHILE STILL KEEPING YOUR HOME COUCH ADVANTAGE.

EVERYONE







ALL THESE TITLES. ALL ONLINE.  
★ ★ ONLY ON PLAYSTATION.2. ★ ★  
JOIN US ONLINE AT EASPORTSNATION.COM



PLAYERS



© 2004 Sony Computer Entertainment Inc. All rights reserved. PlayStation 2 online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment Inc. All features not available on all platforms. See back of game pack for details.



The poster features a close-up of Tom Cruise's face in the upper left, looking upwards with a serious expression. He is wearing a dark tactical vest. In the center, a large, detailed image of a handgun is shown, with a bright orange light emanating from its barrel. To the right, a smaller figure of a man in tactical gear is running through a dark, industrial environment with green laser lights. The background is dark and textured, suggesting a high-tech or industrial setting.

**MISSION: IMPOSSIBLE**

# III

**Operation Surma**



Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for more ratings information.

© & © 2003 Paramount Pictures. All rights reserved. Software © 2003 Atari. TM, All Rights Reserved. The Mission: Impossible logo is a trademark of the Interactive Digital Software Association. All trademarks are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Licensed by Nintendo. Nintendo, Game Boy Advance, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2004 Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



*"It's stealthy... and damned if it doesn't  
look like **an excellent game.***

*And there can never be enough stealth gaming"*

*— Official Xbox Magazine, August 2003*



*Use the shadows to infiltrate.*



*Apply a diverse array  
of stealth tactics.*



*Choose from a wide variety of  
IMF gadgets and weapons.*



*Guide your IMF team through  
action sequences inspired by the  
Mission: Impossible® movies.*

*"The range of moves seems to be matched only by the number of gadgets  
and weapons in his **formidable arsenal.**"*

*— GameSpot, May 2003*

*"We're very excited."*

*— Game Informer, August 2003*

[www.MI-game.com](http://www.MI-game.com)



PlayStation 2



GAME BOY ADVANCE

ATARI



# SHIFT INTO SOMETHING MORE LETHAL



**Take control of the all-new and fully loaded G-155 Interceptor. Transform into new vehicles.**

**Challenge the legends of freestyle as all-star end-free host battles with advanced anti-air weaponry and the elements of a controlled snow storm at your side.**

**Engage both new and old foes as you trek through more than 15 dangerous missions across four new regions including Russia and the Swiss Alps.**



  
**PlayStation 2**

  
**XBOX**

© 2003 Midway Entertainment Games, LLC. All rights reserved. SPYGLASS, MIDWAY, and the Midway logo are trademarks of Midway Entertainment Games, LLC. Used by permission. "Grand Theft Auto" is a trademark and registered service mark of Rockstar Games, Inc. Grand Theft Auto is used under license from Rockstar Games, Inc. Distributed under license by Midway Home Entertainment Inc. Microsoft, Xbox and the Xbox logo are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc.







# SPY HUNTER 2

THE HUNT BEGINS



RATING PENDING

**RP**  
RATING PENDING  
ESRB

visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for Rating information



PlayStation 2



**MIDWAY**

SPY Hunter © 2003 Midway Amusement Games, LLC. All rights reserved. SPY Hunter is a registered trademark and SPY Hunter logo are trademarks of Midway Amusement Games, LLC. Used by permission. "PlayStation 2" and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. "Xbox" and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "Game Boy Advance" and the GB Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, and the Nintendo Game Boy logo are trademarks of Nintendo.





## Vanessa Carlton

- ◆ Three-time Grammy-nominated A&M Recording Artist performs "Dark Carnival."
- ◆ Exclusively written and recorded for *SpyHunter' 2*, the videogame.
- ◆ "Dark Carnival," vocal and instrumental version included in *SpyHunter' 2*.
- ◆ Game DVD Content also includes "Dark Carnival" performed live by Vanessa Carlton and an interview with Vanessa Carlton.
- ◆ *SpyHunter' 2* - Available November 21 for the PlayStation 2 computer entertainment system and Xbox® video game system.



*SpyHunter' 2*  
Sneak Preview:  
[www.spyhunter2.midway.com](http://www.spyhunter2.midway.com)

⊕  
for more information on Vanessa Carlton,  
check out [www.vanessacarlton.com](http://www.vanessacarlton.com)

# SPYHUNTER 2



WIDOWAY

"With high energy, branching action and a different style of gunplay, this isn't a half-assed sequel. It's a hybrid of an extended new chapter of a burgeoning series."

-IGN

# SPY HUNTER 2

THE HUNT BEGINS AGAIN

Coming November 21, 2003

The hunt begins at [spyhunter2.widoway.com](http://spyhunter2.widoway.com)





# FINAL FANTASY VII: ADVENT CHILDREN

Cloud and Sephiroth return in a  
Final Fantasy...movie?

**A**s we reported last month, Square Enix was scheduled to show *Final Fantasy VII-2* at a Tokyo Game Show press conference. While we're pleased to say that a follow-up, titled *Final Fantasy VII: Advent Children*, was shown, we were shocked to learn that the project isn't actually a game. At least in the traditional sense, it doesn't seem to be.

Tetsuya Nomura, the character designer for *Final Fantasy VII*, strolled onto the stage with other members of Square Enix's product development division, along with the president of the company, Yoichi Wada. Then a movie played, showing Cloud racing on his motorcycle toward a dual-bladed enemy who bears a passing resemblance to Cloud's nemesis, Sephiroth. After a brief fight, the movie transitioned to a scene with Cloud at the beach, where he is overlooking what appears to be the old Shinra headquarters from the first area in *Final Fantasy VII*. But perhaps the best scene from the two-minute clip features an unknown character kneeling in front of a cloaked man sitting in a chair. Just as he reaches out to touch the man's hand, the film cuts to a stylized version of Sephiroth's infamous attack on Nibelheim.

Beyond what was shown at TGS, Square Enix has revealed few details, except that *Advent Children* will take place two years after the events that transpired in the game and the film will be approximately 60 minutes long.

At TGS, Senior Vice President Yoshinori Kitase explained the motivation for the project. Nomura was initially approached

about creating an offshoot of *FFVII*, just to please all the fans eager to know what happens next. The new product, though, won't come in the form of a game; Square Enix is calling it "visual content." Nomura decided this project would be interesting, so Square Enix assembled a staff consisting of members of the original *FFVII* team, as well as team members from other games in the series. "We wanted to make sure that we were successful," said Kitase. "So we gathered staff from *Final Fantasy* that were scattered across the company—we're confident it will be a success."

As for the reason a game sequel wasn't made, Kitase said it would have been too easy. Instead, Square wanted to try something new, something that would test its skills.

Interestingly, Senior Vice President Shinji Hashimoto repeatedly stressed that a specific release date is currently unknown for *Advent Children*. The company is also continuing to hold discussions on how to distribute the project, leading to speculation that DVD isn't the only format being considered (PSP perhaps?). The other possibility: *Advent Children* might be the world's most expensive teaser for a PS2 sequel.

## Cloud to take on Carot top?

Perhaps the weirdest thing to come out of the *Advent Children* press conference was a statement made by Square Enix President Yoichi Wada, who mentioned the possibility of product tie-ins for the movie, like cell phones manufactured by NTT DoCoMo—one of Japan's largest telecommunications companies.





**48****HOLIDAYS!**

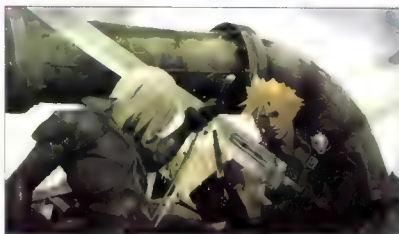
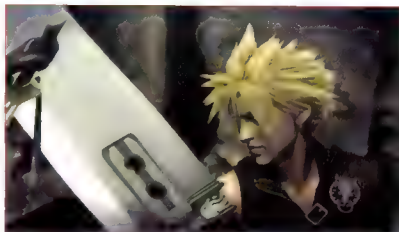
Your image maker's guide to the ultimate shopping list

**62****KARAOKE**

Real rock stars rock out. What's your love song?

**70****BUSTIN' OUT**

The Sims, only better. More of a game, less of a job







# THE FUTURE IS NOW

With sales going strong, Sony's focus remains on PS2

**A**t its 2003 Gamers' Day press event, Sony made one thing clear: PS1 and PS2 continue to dominate the videogame industry. "Since 1995, the PlayStation business has been the reason videogames have become the third pillar [of entertainment]," says Kaz Hirai, president and CEO of Sony Computer Entertainment America. To date, PS1 has sold more than 35 million units in North America, while PS2 has sold more than 20 million units—and it's on pace to surpass the total number of PS1s sold.

Steady sales numbers for the two PlayStation platforms is a significant reason for Sony's decision to keep any official info about PS3 under wraps. Success has also motivated Sony to look within to uncover and change its weakest areas, such as its lackluster sports development team, 989 Studios. "We're bringing in new leadership," says Jack Tretton, executive vice president of SCEA. "We want to be where we were in the past."

Online play is also a major part of Sony's PS2 strategy. "We have to lead the customer base online because the consumer needs some hand-holding," notes Andrew House, executive vice president of SCEA. "Now we have to shift our focus from the core market to the mass market. Sony has already leapt in that direction with its Network Adaptor bundle, and it plans to attract even more consumers to online gaming with the release of the PS2 hard drive in North America. The \$99 40GB drive—due out in March 2004—will include a pre-installed copy of Square Enix's massively multiplayer online RPG *Final Fantasy XI*, along with a variety of demos, *SOCOM II* and *Syphon Filter: The Omega Strain* will be among the first to take advantage of the HDD's downloadable-content support. And if you want to use your PS2 as a media player, the HDD will let you play MP3s and view and edit photos.

Sony's PSX, a version of the PS2 hardware with DVD- and CD-

burning capabilities, also factors into Sony's focus on the current generation of hardware. "Sony wants to keep North American interest in PSX to a minimum in hopes of avoiding consumer confusion. The PSX is a departure from interactive entertainment," says Hirai. "Sony sees it as more of a home-entertainment platform." PSX is set to release this year in Japan with two modes: a hitting store shelves, a 160GB HD version that will retail for approximately \$100 and a 250GB version that will cost around \$900. A 2004 release is scheduled for North America and European markets.

## PS2 AT NEXT E3

Sony isn't keen on releasing details about new console hardware that could cut into PS2's life span, but development on the PSP handheld gaming device is continuing at a surprisingly brisk pace. Software libraries and middleware for PSP are in development, and an emulator designed to run on

PC hardware will be available for developers this fall. Actual hardware kits won't be around until sometime later in the fall, but Sony will show a PSP prototype at E3 in May 2004.

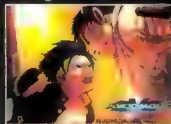
Tretton says there will be about 10 games available at launch, some based on familiar franchises. Each internal SCEA development team is already working on a title. Third-party support has been building since PSP was announced, but Sony wants to be sure it's careful about which games are approved. "We'll have to decide which games work well within that environment and which don't," says House.

PSP's battery life remains a hot topic. Sony continues to claim it will be comparable to its rivals' devices. When pressed further, though, the company would only say PSP won't have the 10-hour battery life of Game Boy Advance rather than closer to that of a portable DVD player.

PSP is on track for a worldwide release late next year.

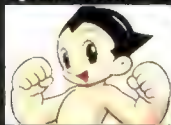
## DATA STREAM

### Complete Chaos



SNK Playmore's hardcore NeoGeo 2D fighter, *SNK Vs. Capcom: SVC Chaos*, is coming to PS2 in Japan. An official release date hasn't been set, but expect some Hadoken hijinks by 2004.

### Up and Atom



A new game based on the classic Japanese manga (and anime) *Astro Boy* is in development. Hitmaker will handle the task of bringing the internationally beloved character to life on the PS2.

### Double the Stealth



From Software revealed at TGS that it's working on *Tenchu Kurasai*—a new game in the *Tenchu* series that features Ayame and an unknown female stealth assassin.

### Death to PS2



P.O.D.'s new album, *Payable on Death*, will feature a special version of *Amplitude* that includes an exclusive P.O.D. song that fans can remix. Rock on!



enjoy the ride!

TRAVIS RICE

©2003 JIMMYEAL PHOTO

3 WAYS DC HELPS YOU  
ENJOY SNOWBOARDING...

AIR  
INFLATABLE  
AIR BLADDER



GEL  
TOE IMPACT GEL



HEAT  
HEATED INSOLES



PHANTOM 3

AIR + HEAT + GEL =  
COMFORT.

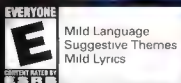
LOOK FOR THE 2003 DC SNOWBOOT COLLECTION FEATURING  
THE MOST FUNCTIONAL LINERS IN SNOWBOARDING  
VISIT OUR WEB SITE AT [WWW.DCSHOES.COM](http://WWW.DCSHOES.COM)





*Own the night. 12 seconds at a time.*

*Feel the unholy, addictive rush of pure speed like never before. Fly through drift, circuit and drag races in and add authentic, aftermarket upgrades: turbos, suspension, body kits and, of course, nitrous. Then*



\* INTERNET CONNECTIVITY REQUIRED FOR PLAYSTATION 2 AND PC. PlayStation 2 online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

© 2001 Electronic Arts, EA, Need for Speed, EA GAMES, the EA GAMES logo and "Challenge Everything" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. NISSAN SKYLINE, 350Z, SUPRA and 240SX are trademarks. permission, Ford Focus 2001 is a registered trademark owned and licensed by Ford Motor Company. Nissan (Nissan) is a registered trademark owned and licensed by Nissan North America, Inc. Mitsubishi, Eclipse, and Lancer names, emblems and body designs are trademarks. Computer Entertainment, Inc. The Online icon is a trademark of Sony Computer Entertainment America, Inc. Microsoft, Xbox, and the Xbox logo are trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft, T.M. © The Nintendo GameCube.



GAME BOY ADVANCE

PC  
CD-ROM  
SOFTWARE



PlayStation 2



## NEED FOR SPEED UNDERGROUND

any of 20 licensed Nissans, Mitsubishis, Toyotas and other creatures of the night. Rack up grocery-getters, unleash your wicked creation online\* to prey on the innocent. **E-brake by eagames.com**

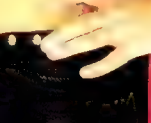
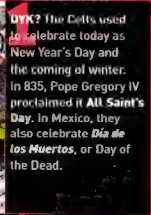


Electronic Arts Inc.

and/or intellectual property rights of NISSAN MOTOR CO., LTD. and are used under license to Electronic Arts Inc. Toyota, Supra, and Celica are trademarks of Toyota Motor Corporation, and used with  
and/or intellectual property rights of Mitsubishi Motors Corporation and used under license to Electronic Arts Inc. "Need for Speed" and the "NFS" family logo are registered trademarks of Sony  
and Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.



# NOVEMBER 2K3

**SATURDAY**



# Achtung!

Hauptmann - Ihr Flugzeug brennt\*



\* (translation: Hey, Captain! Your airplane's on fire.)



The fortunes of German pilots everywhere are about to take a severe downturn. In this intense WWII flight-action game, from Secret Weapons of Luftwaffe® TIE-Fighter® and X-Wing® creator Lawrence Holland, you'll join a secret, elite fighter squadron. Your mission: thwart the most insidious plans of the Third Reich. Over Europe and other theaters, you'll pilot nearly two dozen authentic aircraft, and face over 30 air-to-air and air-to-ground combat scenarios. And you won't need any flight training. Just nerves of steel, a steady hand, and a burning desire to rid the world of tyranny, one mission at a time.

[WWW.OVERNORMANDY.COM](http://WWW.OVERNORMANDY.COM)

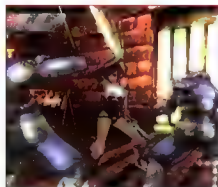
**SECRET  
WEAPONS  
—OVER—  
NORMANDY**



PlayStation 2







**It's still coming**  
 Capcom's cel-shaded action game *Crimson Tears* is still in development and on track for a 2004 release. Producer Tatsuya Minami says work has progressed significantly since the E3 demo.

## THE INSIDER

### BABY STEPS

Every once in a while, you have a good week—the kind in which 20 things fall into place at once, and a glimmer of a great experience rears its shiny head and roars.

This was one of those weeks. Thank God.

You see, after spending over a year on a game, you fall into a rut of sorts. Not a bad rut, the kind that has you doing the same thing over and over again, but a rut of unending lists of things that must be done and old things that must be fixed.

Think of game development as a giant jigsaw puzzle. But instead of a puzzle consisting of 300 pieces that, when formed, portray a dog dressed up like a fireman, you have a puzzle of thousands of art assets and tens of thousands of lines of programming code. And unless you're making a sequel, it's a puzzle with no clear instructions or pictures to replicate—it's all about trying to create the best pieces you can and then forming something cool with them.

The problem with trying to put all these pieces together is that you sometimes have to push seemingly important aspects of the game—like making stuff work properly and look good—off for a while. This freaked me out at first; I'm anal as hell, so putting something obviously unpolished into the game was almost repulsive to me.

What I'm quickly learning, though, is it's all about baby steps. Before you can get a camera that works beautifully, you have one that's barely functional. Before fighting feels good, you have to go through hundreds of A.I. and animation trials, most of which are terrible. Before the collision code is solid, you'll be dropping through walls like mad. During this time, the fear that you'll end up releasing a substandard product starts bouncing around in your head so violently that you almost start to believe it. People who've made more than one game know this is a normal step in the development process, but for those of us who've never been through a full cycle...well, it's maddening. Not to mention a little scary.

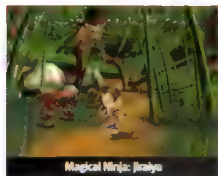
This week was nice, though. I'm not sure exactly what it was, but in the course of tweaking and fixing stuff over the last few days, it's become clear the baby steps have combined to make a few huge strides. Instead of a bunch of stuff that doesn't work, we have a bunch of stuff that does—and while the game still isn't free of bugs or other annoyances, it's become clear what's left for us to polish.

And even better, you can play through a level and actually have a good time. Which, for somebody who places fun over almost everything else, makes me a damn happy man.

Ryan Lockhart (rlockhart@sevenstudios.com) enjoys the fact he can rotate the game's camera without it getting stuck on every wall. Ah, progress!



Onimusha 3



Magical Ninja: Jiraiya



Resident Evil Outbreak



Monster Hunter



Hyper Street Fighter II



Mega Man X: Command Mission

# MONSTROUS SUPPORT

Zombies, dragons, and street fighters bolster Capcom's TGS lineup

**W**hile much was made of Square Enix's presence before the start of this year's Tokyo Game Show, Capcom easily takes the prize for having one of the best PS2 lineups at the event. Here's a look at what was on display.

**Hyper Street Fighter II: The Anniversary Edition.** Similar to the *Darkstalkers* compilation released for Dreamcast a couple of years ago, the game lets you choose any version of a *Street Fighter II* character, so the original incarnation of Guile could be used against a *Super Street Fighter II Turbo* version of Ryu. Not surprisingly, it includes a variety of extras, like a gallery mode, original music, and the full *Street Fighter II* animated film. *Hyper Street Fighter II* will be hitting stores in 2004.

**Mega Man X: Command Mission.** Capcom takes all the action of the previous *Mega Man* games and squeezes it into a standard RPG. Each member of your three-man party will not only have standard attacks, but also special attacks that can be executed by pressing different button combinations. "We're carrying over all the traits of the *Mega Man* series and bringing them into an RPG setting," says Producer Tatsuya Kitabayashi. "We're making it in a way fans will appreciate and like." Look for it in 2004.

**Magical Ninja: Jiraiya.** The last of the previously announced titles, this 3D action game features the work of Maximo artist Susumu Matsushita, and will take place in a fantasy world with mythical enemies and locations. The main character will have a full range of abilities and disappearing in a cloud of smoke. Its cooperative mode lets you and a friend team up as two ninjas, but one person can also play as a monster.

**Monster Hunter.** Speaking of monsters, this online RPG is one of the most impressive games in Capcom's lineup. *Monster Hunter* will have a sin-

gle-player mode, but the online action looks top intense to pass up. You and three other players will join forces to explore the land and slay dragons with the goal of saving the massive beasts. The new video at TGS showed off all sorts of interesting game play features, ranging from huge traps to different types of hunting techniques.

**Resident Evil Outbreak.** *Monster Hunter* isn't the only on-line game. *Resident Evil Outbreak* is a major part of Capcom's online-gaming push. In our conversation with Producer Tsuyoshi Tanaka, he revealed that questions of the game are being designed by different people who worked on previous *Resident Evil* games, so each will present a unique interpretation on the type of fear *Resident Evil* tries to create. Capcom also plans to expand on *Resident Evil Outbreak* in the future with add-ons and sequels.

**Onimusha 3 and Onimusha Blade Warriors.** Producer Kenji Nishida says work is continuing on both games. His team has just started on *Onimusha 3* CG sequences, which will be overseen by a famous Japanese movie director and include motion capture supplied by an action star. Inafune also pushed the idea of *Onimusha 2* as two separate games, since Sirmamaku and Jacques Biac (Jean Reno) present a different gameplay experiences.



TWO NIGHTMARES

*Knightmare: Horror II* is the only game to feature a full range of horror elements. It will be released for another year.



The background of the entire cover is a large, stylized number '2' in a dark, metallic font. Inside the upper loop of the '2', there is a scene from the game showing the characters Tantalus, Yuffie, and Rikku. The scene is set against a backdrop of a bright, cloudy sky. The overall color palette is dominated by purples, blues, and whites.

# FINAL FANTASY X-2

IT'S NOT OVER

**SQUARE ENIX**

[www.square-enix-usa.com](http://www.square-enix-usa.com)

Published by Square Enix U.S.A., Inc.



Suggestive Themes  
Violence



Dolby Digital Surround EX

© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. MAIN CHARACTER DESIGN  
TETSUYA NOMURA. A. TERNATE COSTUME DESIGNS BY TETSU TSUKAMOTO  
FINAL FANTASY is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX  
is a trademark of Square Enix Co., Ltd. "PlayStation" and the "PS" family logo are  
registered trademarks of Sony Computer Entertainment Inc. Dolby, Pro Logic  
Surround EX and the double-D symbol are trademarks of Dolby Laboratories.  
The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation 2





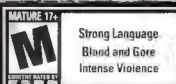
• REC

THEY JUST KILLED CASH.  
NOW THEY WANT TO KILL HIM AGAIN.

AMERICA IS FULL OF RUN DOWN, BROKEN RUST-BELT TOWNS WHERE NOBODY CARES AND ANYTHING GOES.  
IN CARCER CITY, NOTHING MATTERS ANYMORE AND ALL THAT'S LEFT ARE CHEAP THRILLS.  
THE ULTIMATE RUSH IS THE POWER TO GRANT LIFE AND TAKE IT AWAY. FOR SPORT. THIS TIME JAMES EARL CASH, YOU ARE THE SPORT.  
THEY GAVE YOU YOUR LIFE BACK. NOW, THEY ARE GOING TO HUNT YOU DOWN.

YOU AWAKE TO THE SOUND OF YOUR OWN PANICKED BREATH.  
YOU MUST RUN, HIDE AND FIGHT TO SURVIVE.  
IF YOU CAN STAY ALIVE LONG ENOUGH, YOU MAY FIND OUT WHO DID THIS TO YOU.

## THE FINAL CUT



PlayStation 2

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2003 Rockstar Games, Inc. Manhunt and the Manhunt logo are trademarks of Take-Two Interactive Software, Inc. Rockstar Games and the R logo are registered trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. All other marks and trademarks are properties of their respective owners. All Rights Reserved. Product names are the trademarks of their respective owners, and not of Rockstar Games, Inc., and are included for entertainment purposes only. No product, person or establishment appearing or mentioned in this game has endorsed this game or any of the actions described or displayed herein or is in any way associated with Rockstar Games, Inc.



30 03

11:09:37

78

## MANHUNT

REC  
SAVE[WWW.ROCKSTARGAMES.COM/MANHUNT](http://WWW.ROCKSTARGAMES.COM/MANHUNT)

Note: Rockstar will be following ESRB guidelines for M rated games in the marketing of this game. This game contains violent language and behavior and may not be appropriate for persons under the age of 17. The story, names and fictional characters herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.



# what to buy this holiday

and who to buy it for

Struggling to decide what you should buy? That's understandable. Lots of games were released this year, and the holiday season will see more than 10 games hitting stores every week. To make life easier, we've done your shopping list for you. We even broke it down so you know what kinds of games will work for different personalities...

**Illustrations by**  
Jason and Heather Martin





LIKES TO BLOW SOME THINGS UP



### ■ Socom 2

Buy this, go online, find a room with "OPM" in the header, and someone from this magazine will gladly hand you your ass. We'll even gift wrap it for you. Best Online shooter ever. Read our review this month. If you want more reasons to buy it.



### ■ War of the Monsters

deally suited for gamers with a sense of humor or irony. The '50s schlock sci-fi theme isn't to everyone's taste, but the city-smashing gameplay is incredibly satisfying. It also features a 50-foot-tall fighting monkey, and that has to count for something doesn't it?

### ■ Ratchet & Clank: Going Commando

There is no evidence whatsoever that either Ratchet or Clank are embarking on their adventures sans undergarments. We've devoted considerable resources to the research, and it's clear that the title is misleading.

### ■ 007: NightFire

Buy this for anyone you know that does a half-decent Sean Connery impersonation. Yeah, thank you for purchasing the *James Bond* game for me, M!sh Money Penny! I very much appreciate it. Would you like me to kiss you under the misne.toe?

### ■ Lord of the Rings: The Return of the King

Anyone who's not excited about the movie is clearly ill, so the opportunity to completely ruin the surprise by playing the game a month earlier is something no one will want to pass up.

### ■ Time Crisis 3

What's not to like about pointing a brightly colored plastic gun at your TV screen and then shooting at bad guys? The game's a great gift because it comes in a really, really big box. People like getting gifts in big boxes. Stick a big bow on it and you're set.

### ■ Freedom Fighters

A good-looking shooter in which you can get people to join your gang just by looking at them a certain way. Thank God real life doesn't work like that. Scooter would have a permanent angry posse that he'd refer to as the Bon Vivants.



WANTS TO BUILD A BETTER WORLD?

### ■ Magic Pencil

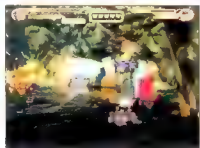
Officially the most clever idea for a videogame ever. You draw your character and then make him fight—although the drawing stuff is so cool, you may forget about the fighting altogether.

### ■ RPG Maker 2

If there was an award for most complicated videogame ever conceived, *RPG Maker 2* would win it. It's difficult to get into, but perseverance reaps big rewards. Playing an RPG you made yourself is quite a trip.

### ■ The Sims

Who doesn't like telling people when they should go to the toilet? It's like the ultimate power trip. Enjoy this and other superficially boring things in one of the most strangely compelling games of the year. Perfect for any obsessive-compulsive friends or relatives.



### ■ Dark Cloud 2

The first *Dark Cloud* was great, but the sequel is absolutely fantastic. The cartoon style visuals give it charm, and the gameplay depth means it will give plenty of playtime. You can get to build big robots by taking photographs of things.



## IT HAS SEASON TICKETS



### Madden NFL 2004

Chances are, you've bought this already—at last count, EA Sports had already sold 2 million copies. Still, if you're looking to endear yourself to a football fan, there's a little more you could do.

### ESPN Football

except maybe introduce them to Sega's pigskin game. It plays a little differently than *Madden*, and some people swear they prefer it. Does anyone really need two football games? No, but this isn't about need—it's about look and feel and all that good stuff. Sega's game rocks, and the hardcore love it.

### ESPN Basketball

There are plenty of b-ball games to choose from (see our Reviews section this month, but Sega has made the best every year since b-ball games began. This is the one to buy for people who take it all really seriously.

### Tiger Woods 2004

It's official: Golf is fun. It's especially fun with a DMX soundtrack, online competition, and the option to create a perfect replica of yourself! This game will single-handedly make golfing hip.

### NBA Street 2

EA Sports Big proves that it's better at street ball than it is at proper basketball, which is surprising considering that EA is a megacorporation, and hardly anything about it is "urban" or "street." This is one of those games that even non-sports gamers will get a kick out of. Cool soundtrack, too.

### Winning Eleven 6

This game's name takes up so much space that we refuse to print it in its entirety. What you need to know is that this is the best soccer game ever made. Yes, *FIFA* is good (especially *FIFA 2004*, which is awesome), but this is better.

### NBA Live 2004

Some people will play only the EA Sports games, so bear that in mind while gift-shopping for Mr. Awkward. In the past, that strategy has become unstuck in regard to b-ball, but this year is different. *NBA Live 2004* rocks.



## IT LOVES TO TUNO A PARTY

### Soul Calibur II

*Soul Calibur II*'s ability to draw a crowd is matched only by its ability to rattle up its players and turn even the most timid gamer into a savage. Ultra-competitive music. Pass the pad and play: winner stays on. We guarantee you can't play just once—and that's just in the two-player mode.

### VF4: Evolution

If beating people with swords isn't your bag, then surely, pummeling them with your bare hands is the next best thing. We've killed hours playing *VF4* and can't think of any reason why you shouldn't, too. Plus, it's a bargain, too!

### Ape Escape 2

Everyone loves monkeys, and apes are the next best thing. So it stands to reason that everyone will want to play a game that stars a whole bunch of apes, right? Right! If you like fun, you'll almost certainly like *Ape Escape*.

### Eye Toy

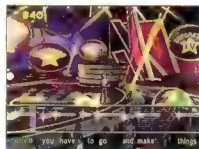
Invite some friends over, plug in your Eye Toy, and *Wishy Washy* alone will break the ice. When all you have to do is wave your arms around, no one has an excuse not to have a good time. Do your parents play videogames? Put them in front of this and they'll graduate to *Growlanser* before you know it.

### TimeSplitters 2

What could be more fun than running around shooting at things? Playing with three friends and shooting at them instead, that's what. *TimeSplitters 2* still has the best Deathmatch mode on PS2. Why? Because it's fast and fun.

### DDRMax 4

It has been brought to our attention that girls like to dance. Consequently, this game brings together two of our favorite things: videogames and the chance to encourage girls to dance around while playing them.



### Karaoke Revolution

Some people need persuading to sing in front of friends, but once they do, they'll have a great time. It's all about having fun, so who cares if you miss every note? Even real rock stars like to play this game. See page 62.





THE WORLD'S MOST ELITE COMMANDO UNIT  
IS LEAVING THE JUNGLE.

SECURITY







FAMILY FUN EVERY DAY



### Gran Turismo 3

Still the best all-around driving game on PS2, and now you can pick it up really cheap because it's a greatest hit. It should keep any gearhead warmed up until GT4 hits next year.

### Final Fantasy X

You get an awful lot of game for your \$20 when you buy FFX. That's a dollar for every two and a half hours of play. Where else can you get value like that? Hmm. Nope. I can't think of anything, either.

### Jak and Daxter

It's half the price of the sequel, and we already think it's a better game. It's not as dark or edgy as Jak II, but it's a solid platformer with some really great graphics, and Daxter has his name featured in the title, just as he deserves.

### Ratchet and Clank

If you don't play the original but the sequel has you interested, why not blow \$20 on the original and bask in the knowledge that you own every Ratchet game ever made? It's a great mix of platformer, action game, and RPG. And it's full of big guns that do stupid stuff just the way we like 'em.



PS2 + GAMES = FUN!!



### Disgaea

One of the best (and only) tactical RPGs released this year, Disgaea also has the added advantages of an unusually spoofed name and exploding penguins that accompany you on your travels.

### Tom Clancy's Splinter Cell

Ubisoft's fabulous stealth-em-up arguably out Meta Gears Meta Gear and has proven itself to be the thinking man's action game with gorgeous graphics, a compelling story, and a tight-fitting rubber suit.

### Xenosaga

Namco's epic certainly gives you plenty of time to think before you act. It also gives you time to put the kettle on, make a cup of tea, do the laundry, and take a nap. Nongamers refuse to believe this hour-long cut scenes. Believe, damn it. Believe.

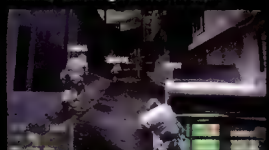
### Dynasty Tactics 2

It's like the Dynasty Warriors games without the wild and crazy fighting action. A tactical combat game that's even more enjoyable if you have facial hair to stroke while pondering your next move.

### Arc the Lad

One of the big RPG surprises of the year, it's the gift to get for those who really take the role playing seriously. It has a great story, and visually is as good as those in the Final Fantasy games. It's arguably better than the old PS1 games, too. That's hardcore.

Step into the boots of a SEAL team in SOCOM II: U.S. NAVY SEALs and face the ultimate challenge: urban combat.



Developed in association with the U.S. Navy SEALs, SOCOM II is close-quarters combat at its most realistic. Invisible snipers lay in wait. Enemies lurk around every corner. And every civilian could be a friend or foe. Stealth is your greatest weapon.



Wage urban war in single-player mode. Or go online and play with and against up to 16 total players. Either way, a SOCOM-compatible headset will help you communicate and work together as a team. Remember, together you stand. Divided you don't stand a chance.



Take the war on terror to the enemy on 12 intense international missions.

Command. Courage. Country. Hoo-yah.

## SOCOM II



LIVE IN YOUR WORLD.  
PLAY IN OURS.

PlayStation 2

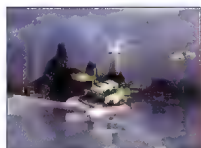


Blood  
Violence

SOCOM II ©2003 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live in Your World. Play in Ours" is a trademark of Sony Computer Entertainment America Inc. Online play requires Internet connection and Network Adaptor for PlayStation 2 sold separately. The "Online" icon is a trademark of Sony Computer Entertainment America Inc. The U.S. Navy provided technical support, but does not officially endorse this product.



WANTS TO GET LOST IN A GOOD STORY



**.hack (series)**

By February of next year, the entire tetralogy will have been released, along with several anime DVDs and a manga series through Tokyopop. If you like your gaming myths deep, it doesn't get more ambitious than this.



**The Getaway**

Scripted like a London gangster movie and genuinely thrilling throughout, *The Getaway* is one of those games that film school graduates get excited about. We liked it because it didn't suck.

**Beyond Good & Evil**

The perfect game for anyone you know who complains about the insane nature of most action games, *BG&E* blends RPG and action-game elements with a genuinely compelling story.

**Primal**

Primal isn't for everybody, but even gamers who hate slow-paced adventure games might just wanna give this one a try if for no other reason than its intriguing gothic plot and heavy metal soundtrack.



LIKES THINGS FAST AND FURIOUS



**Dynasty Warriors 4**

Asian men in reality, really bad hats running around impaling each other on long pointy sticks. If you like your fighting games to involve killing thousands of people and big, silly hats, then this is the game for you, without question.

**Midnight Club II**

If you know someone who makes you nervous when they drive at night, don't buy them this game. It'll only make things worse—especially when they start trying to jump over buildings. It has a badass online mode too, in which everyone gets together to ignore the rules and just drag race. Cool!

**SSX 3**

The best snowboarding game, ever. It's official—because we said so. Buy it for people who like snowboarding, or for those you're more than once heard use the word "gnarly" as an adjective.

**Need for Speed: Underground**

If you know someone who drives a Subaru Impreza WRX or a Mitsubishi Evolution, just put this magazine down now and go out and buy them this game. They'll thank you for it.

**Zone of the Enders: 2nd Runner**

This game is so fast, we don't think anyone actually knows what they're doing when they're playing it. It's all instinct—that or some kind of weird ESP connection or something. It also features some of the coolest-looking robots this side of Jupiter.



**FFX-2**

Chances are, you've already read a thing or two about this game in this issue—there are only, like, a million pages or something devoted to it. What more do you want us to say? It's pretty good, OK? Plus, it features a bunch of girls who like to change their clothes a lot.



## WHO ARE STUCK IN THE PAST?



### Shinobi

If you know someone with an unhealthy obsession with ninjas (it's surprising how many there are, see page 90) then Sega's retro remake is the gift for them. Wrap the game in a red silk scarf for added effect.



### Rygar: The Legendary Adventure

It's about a man in a leather skirt attacking things with a giant spiky yo-yo. If you can get past that, it's actually pretty awesome. Do you remember the original, Rygar? Not many people do.

### Prince of Persia

Few games look better, and our reviews editor is so hooked on it that he keeps going back to play it again and again even though he's beaten it twice. Older gamers will appreciate the historical significance, and girls will appreciate that the hero takes his shirt off about halfway through.

### Castlevania: Lament of Innocence

*Castlevania: Symphony of the Night* is one of PS1's best games, so if you know anyone who still won't shut up about that game, buy them this and keep them quiet for a couple of days. Great game, but the hero looks like a girl. Sorry, there's just no denying it.



## HE HAS A CRIMINAL INTENT



### Burnout 2: Point of Impact

All anyone ever wants is damage-car games, and *Burnout* very happily obliges people in this regard. It also lets them drive very fast on the wrong side of the road, and who doesn't want to do that?

### Hitman 2

Fans of the movie *The Professional* will get a kick out of *Hitman 2*—the eponymous hero is just as cool as Jean Reno. There's no Natalie Portman and no milk consumption, but there are lots of guns and lots of reallyicky murders with piano wire and stuff like that. Wow, we just said "icky."

### TH.U.G.

We wouldn't normally associate a skating game with criminal activity, but for some reason, *TH.U.G.* lets you jack cars. Yeah, we aren't sure why, either. Fortunately, it's also the best skating game, and you can even build your own moves.

### Grand Theft Auto Double Pack

We defy you to find a PS2 owner who doesn't own one or both of the GTA games already, but if you know someone new to the system, you could do a lot worse than buying them the *GTA Double Pack*.

### Jak II

Jak and Daxter juice up on attitude, shoot stuff, and run away from the cops. It lacks the charm of the original game, but you do get plenty of challenge for your money. If you thought the original was too easy, this one will probably keep you busy for a while. We thought it was a bit tough, though.



### Def Jam: Vendetta

Hip-hop meets wrestling in the ultimate pop-culture crossover. You could've easily been lame, but EA Sports Big managed to suck up the Def Jam attitude and spit out a whole lot of brawlier, lots of celebrity contributions ensure that it has the right kinda vibe and plenty of cool tunes.



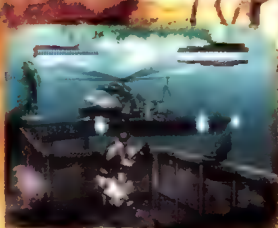
**namco**

www.namco.com

# COVER



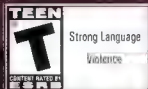
Stay out of harm's way while  
unleashing a barrage of blindfire.



Confront relentless, deadly  
intelligent enemies



Objects are your only allies.  
Cover is your only saving grace.



PlayStation 2

killswitch.com

©2003 Namco Bandai Inc. All rights reserved. Microsoft, Xbox and the Xbox logo are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Namco Bandai Inc. is the publisher of this game. All other trademarks are the property of their respective owners.



# OR RELIGION.

ON THIS BATTLEFIELD, EVERYONE FINDS SOMETHING.



## KILL SWITCH

TAKE COVER. TAKE AIM. TAKE OVER.





## Tekken A Break

Tekken's Nina is taking a vacation from the fighting-game series to star in her own action game. Basic attacks can be executed using either of the two analog sticks, but Nina also has a spec attack called Internal Destruction.

## THE WATCHDOG

### CURRENT EVENTS

A videogame about 9/11: tasteless, or a way to bring home the event to a generation of gamers?

This is a topic I've been thinking about since I first heard about it earlier in the year. The story goes like this: Three UCSD students built a 9/11 mod of *Unreal Tournament* for a class. In the mod, players spawn on a floor of the World Trade Center on 9/11.

There's no guarantee they'll find an escape route, so they might die in a fire or from the building collapsing on them. Or, when it's clear there's no escape, they might choose the option that many have chosen in the real world—leaping from the building.

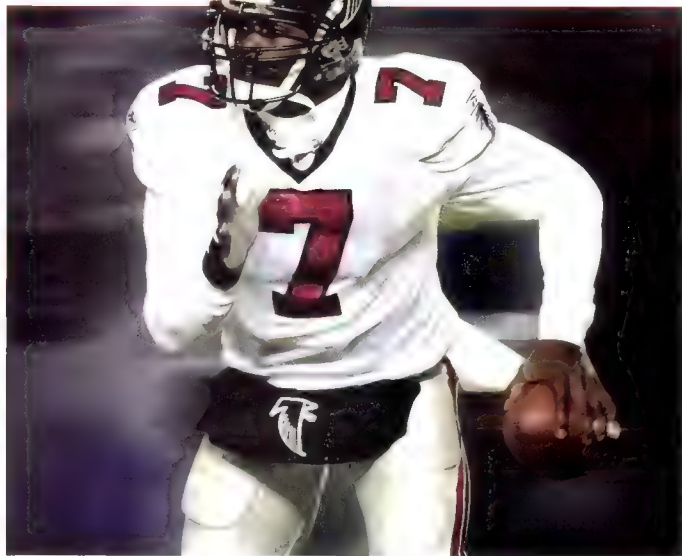
On the surface, it sounds like these kids have no comprehension of the tastelessness of their actions. But in an article in the *New York Times* in September, the mod's makers argued the point that building the mod was taking a critical historical event and translating it into a format gamers could understand. "The more I delved into it, the more personal it became," one of them said.

I don't like the idea of the mod, but I can't deny there might be something to the rationale behind it. A while back, I argued that having students try their hand at the D-Day level of *Medal of Honor* (in which one is certain to die several times before making it to the beach) could give today's kids an inkling of what the soldiers storming Normandy had to live through—or die in. It's difficult to imagine anyone needing a reminder of the visceral horror of 9/11, but maybe some people do. Or, as time goes on, maybe they will.

Part of the controversy is simply due to the format of videogames themselves. In the wake of 9/11, stories, music, and artwork poured out of the nation's creative class, and very little of that was accused of being tasteless. But videogames are obviously interactive, and most are not, to put it mildly, especially deep. The assumption is that videogames are, simply games, and some events are too important to be played with a controller or mouse and keyboard. But there is no reason a videogame can't be more than a game as well.

I'm particularly struck by the fact that in the 9/11 mod, it's not always possible to find a safe exit. Given that every videogame is designed with a solution, the kids (and others) playing the mod might think it's totally unfair that no matter what they do, their onscreen character is going to die. In that respect—in the randomness and the unfairness of living and dying on 9/11—this mod hits on the truth of the event. And that's a lesson to be learned.

Can and should videogames replicate recent historical events like 9/11? Give John your thoughts on the matter at the *OPM* message boards on [www.1up.com](http://www.1up.com) or through e-mail at [john@causal.com](mailto:john@causal.com).



## GOING FOR THE WIN

EA Sports launches a new online service for its games, but how does it stack up against the competition?

**N**ever content with taking a backseat to EA Sports' but officially unveiled EA Sports

Nation on [www.easports.com](http://www.easports.com) for PS2, an online service that complements features integrated into the company's 2004 lineup of sports games. More importantly for EA, the service reinforces its commitment to building large communities around its already hugely successful sports prop-

erty share on the No. 1 console, the only pressure on us comes from the players. No one else comes close. The only pressure on us is from the players who want a better experience.

So, what can you do at the site? For starters, you can do some serious scouting on opponents in any of the 2004 games by reading up on the wealth of stat sheets available. You can also find out when tournaments are

information and enhanced personalization. Players can't always be in front of their consoles, so Web interactivity gives them the opportunity to always be on in the community and interact in the community in new and enhanced ways, says Whiteford. It truly brings the online community to life and makes it more pervasive.

This is all, just the start of the service. EA plans to integrate EA Sports

**EA Sports has included voice communication, chat lobbies, tournaments, rosters, programs that target cheaters, and more.**

entry. But the similarity between EA Sports Nation on Microsoft XBox and Sega's ESPN VJ league might make it seem like the company is desperately playing catch-up. EA says that isn't the case.

Last year, we built the online service, not just to put our first few sports titles and the response from gamers, but to bring in just under 500,000 players registered to compete on Madden NFL 2003, NBA Live 2003 online through the PlayStation 2. Says Erik Whiteford, director of the EA Sports brand: "EA's got the No. 1 mar-

ket share on the No. 1 console, the only pressure on us comes from the players. No one else comes close. The only pressure on us is from the players who want a better experience.

It's interesting that Web integration has become a prevalent theme in sports games, since they tend to reach much wider audiences, they present the perfect opportunity for developers to try to increase the community aspect. Web integration for PS2 online games provides a huge value add to the game's increased access,

Big games into EA Sports Nation, as well as possibly bring the service to other platforms, including Sony's upcoming handheld. We want to lock down the core experience on PS2 before we start discussing other platforms," Whiteford adds. But the PSP sounds very interesting.

Of course the issue of paying for EA Sports Nation has already come up—running online games tends to cost quite a bit of money—but EA will wait to see if enough people value the service enough that they'd be willing to pay for it.





## SAM CHAPMAN

Perfect name for a videogame character, but maybe not for a director.

As director, Chapman is a total A.C. (Action Cinema) man.

There's just no one else out there who can do it better. And that's right over to the right of all versions.



## FEEL THE PAYNE

Max is back to deal out a second helping of Payne

**T**ake-Two Interactive has announced that the PS2 version of *Max Payne 2: The Fall of Max Payne* is scheduled for a Dec. 2 release. The stylized third-person shooter from Remedy once again follows the adventures of cop-turned-

renegade Max Payne. The sequel's story features a much older and wiser Max pursuing a love interest as he fights the criminal element of New York City. Expect the same sort of graphic-novel-style storytelling present in the original game, as

well as the same intense gun fights. However, the sequel features some drastic improvements, including a revamped graphics engine and a new type of gameplay that it have Max rolling with a crew of characters—just to name a few.



## PIT STOP

Gran Turismo 4 hits a speed bump

**S**orry, race fans, but SCEA and Polyphony Digital have decided to hit the brakes on the North American release date for *Gran Turismo 4*. Neither company gave any specific reason for the delay, they simply changed the release date from

this winter to sometime in 2004. Japan will get a demo disc of sorts, called *Gran Turismo 4 Prologue*, which will have one course and one license, as well as a Time-attack mode, but chances of it coming over here are pretty slim.



SIXTEEN EPISODES. TWO DISCS.  
COUNTLESS AWKWARD PAUSES.

Volume One  
Space Ghost Coast To Coast™  
Volume One  
Aqua Teen Hunger Force™

First time available on DVD!  
Special Features include  
Creator commentaries,  
deleted scenes and much more!

GET THEM  
ON DVD  
NOVEMBER 18



CARTOON  
NETWORK

[adult swim]

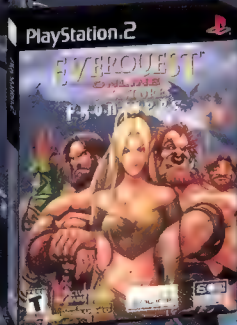
adultswim.com



A group of people dressed as Star Wars characters, including Chewbacca, Han Solo, and others, posing in front of a backdrop featuring a Millennium Falcon and a planet.

[www.everquestonlineadventures.com](http://www.everquestonlineadventures.com)

**INCLUDES FULL  
PLAYABLE VERSION**



T

Game Experience May  
Change During Online Play

INTERNET CONNECTION REQUIRED.  
ADDITIONAL SUBSCRIPTION FEES REQUIRED.



# Conquer New Frontiers Online!

Heroes of a past age join the next generation of  
adventurers to conquer new Frontiers.



PlayStation 2







E.W. Jhonson for Entertainment Weekly Photos by Getty Images



Here, within the group's tempo, R.E.M. studio, Gin Blossoms drummer Scott Kuzznick, raves on singer Robin Wilson as he performs to his band's own song in Karaoke Revolution.

R.E.M.



Barenaked Ladies



Hoobastank



R.E.M., Hoobastank, Barenaked Ladies, and Gin Blossoms join the Karaoke Revolution

We can't sing. We're willing to bet that you can't, either. Oddly enough, though, we can't get enough of Karaoke Revolution. Via the USB headset used in games like SOCOM, Konami's new music game awards you points to more than 35 chart-toppers of the past few decades. ■■■■ Our love for the game makes us wonder: What do well-known bands, those whose voices you'd actually want to hear, think of the game? We recruited members of R.E.M., Hoobastank, Gin Blossoms, and Barenaked Ladies—each of whom has a song in Karaoke Revolution—to answer that very question. ■■■■ And to make things even more interesting, we turned it into a competition. In fact, it's a veritable...

# battle of the bands

by Chris Baker

## THE CONTEST RULES

Each getting to perform all four songs, first their own, then a song of their choice. The winner is announced when the two scores are added together. Simple, huh?





Both Michael Stipe (singing) and Mike Mills (on couch, legs crossed) would award four stars to *Karaoke Revolution* on the *OPM* scale.

## R.E.M.

You'd think a band used to selling out arenas for the better part of the past two decades would feel most at home at *Karaoke Revolution's* Royal Hall, or even its Enormo Bowl. But, "I'm OK in the subway," R.E.M. frontman Michael Stipe tells us in reference to the game's Central Station. "I like that can sing in a subway."

After viewing a stirring rendition of "Believe" by bassist Mike Mills (I was channeling Cher!),

Stipe says, "It seems like the choruses are the easy part, because everybody knows that. And then the melodies are really locked in, and the verses are a bit harder."

Speaking of hard verses, keeping up with the lightning-fast words to "It's the End of the World As We Know It (And Feel Fine)" is next to hopeless for the normal *Karaoke Revolution* player. Stipe makes it look easy, although, in watching him perform, one can tell he's not too concerned about singing how the game wants him to. He's singing

just as he will to end the band's concert later this very evening. The end result: 10,964 points. A fine total, but one that certainly deserves to be higher.

Though he may have strayed from the game's second-by-second instruction, that doesn't necessarily mean Stipe could care less about how he's judged.

Halfway through, you're panicking because you're not doing very well, he comments. "I like the crowd reactions to bad notes."

"LOUSY!" laughs Mills. "I think this game is hilarious. I think it's

lots of fun. I know a lot of people in my family who don't necessarily play videogames, but they love to sing karaoke. So I'll be getting this for my aunt."

Stipe says the state of the world—and Bob Dylan—"inspired End of the World." Could he have even fathomed it would become a big draw in a videogame more than 15 years later? Mit's can only laugh at the suggestion, but Stipe delivers the perfect straight-faced answer: "I was praying for it... almost nightly." ■ ■ ■

## HOW THEY SCORED

Song 1: "It's the End of the World As We Know It"  
Singers: Michael Stipe  
Score: 10,964  
Song 2: "Believe"  
Singers: Mike Mills  
Score: 12,893

**TOTAL SCORE: 23,057**

## HOOBASTANK

"F— you, Kansas!"

Hoobastank's Chris Hesse has just had his first trial run with *Karaoke Revolution*, doing his best to keep in tune with the L.A. band's huge 2001 hit, "Crawling in the Dark." That's why I play drums," he says, after getting booed offstage at the County Fair.

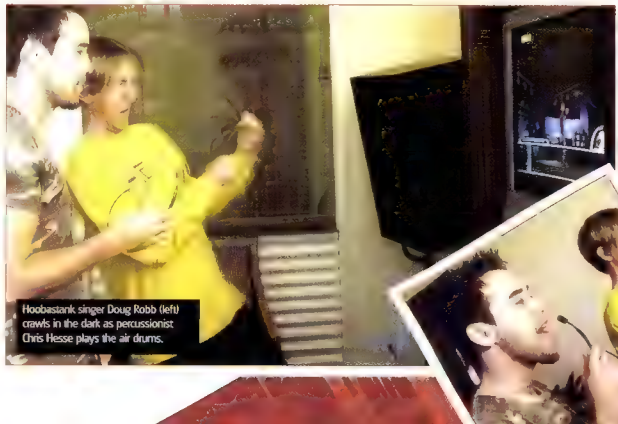
That's exactly what I expected," adds lead singer Doug Robb, laughing at his bandmate's pathetic 1,664 points. "If they had, like, *Karaoke Drumming*, you should give that a chance. You know what would be really cool is if we went to a real karaoke bar and had me like, totally butcher the song."

When it's Robb's turn to perform the song he wrote to express

everybody's normal feelings of self-doubt, he certainly doesn't butcher the tune—it sounds great to us. The game doesn't think quite as much of his performance, though, awarding a mediocre 8,831 points in the end. As Robb surmises, you have to "remember exactly how you sang on the record because that's what the game's basing it on."

The game is awesome," comments Hesse. "I probably wouldn't sit at home and play by myself, but it'd be a lot of fun for a party or something like that."

My girlfriend doesn't play games at all, and she'd really crack up at it," says Robb, a gamer whose personality created DeVry Institute now tops the polls in *NCAA Football 2004*. "I have nothing to do with videogames—it has its



Hoobastank singer Doug Robb (left) crawls in the dark as percussionist Chris Hesse plays the air drums.



**MIDWAY**

**THE APOCALYPSE WIPED OUT EVERYTHING.  
EXCEPT GANGS, GUNS, CARS  
- AND VENGEANCE.**

**"Twisted Metal: Black meets  
Grand Theft Auto..."**

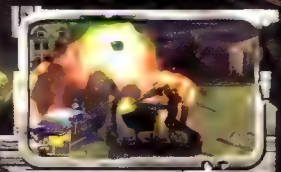
**- Electronic Gaming Monthly**

**"If you're a fan of car combat...  
this is the only game in town."**

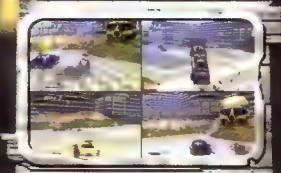
**- GameSpy**



**Drive to survive through more  
than 30 chaotic missions.**



**Control an arsenal of more than 30  
vehicles and 17 potent weapons.**



**Take the ultimate challenge in  
2-4 player deathmatch.**

**COMING OCTOBER 2003**

**Roadkill**

**FIND THE GAMMA AT ROADKILL.MIDWAY.COM**



**PlayStation 2**



**Blood and Gore  
Intense Violence  
Mature Sexual Themes  
Strong Language**

Midway and Midway Home Entertainment Inc., MIDWAY and the Midway logo are trademarks of Midway Entertainment Group, LLC. ROADKILL is a trademark of Midway Home Entertainment Inc. All rights reserved. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.



own element. It's like a combination between karaoke and *Dance Dance Revolution*.

Robb isn't convinced the package is everything it could be, though. "I feel, like you can probably go through the songs pretty fast," he says. "Expansion packs would be good—it seems like you'd be able to do a boatload of songs on them. I think Metallica songs would be funny—anything off *...And Justice for All*."

And the Bee Gees, too!" enthuses Hesse. "I love the Bee Gees!"

Hoobastank's next album drops

on December 9, but it remains nameless as of press time. However, this experience just might have offered some inspiration to Robb. It should be *Hoobastank Revolution*. ■■■

## HOW THEY SCORED

Song: "Bring on the Rain"  
Singer: Doug Fieger  
Score: 8,831  
Song 2: "You Really Got Me"  
Singer: Doug Fieger  
Score: 8,436

**TOTAL SCORE: 17,239**



**Bare Naked Ladies:** Ed Robertson can't believe he's scoring so poorly on "One Week," a song he penned himself.

## BARENAKED LADIES

Midway through his performance of "One Week," Barenaked Ladies co-vocalist Ed Robertson displays an odd mix of amusement and disbelief. "Steve sings this part!" he proclaims, as the screen reads POOR during the track's non-rap-style lyrics. Unfortunately, things don't improve by the time you think you're looking at Aquaman. OUSY719?

By the end of the admittedly tough song (one of a handful you actually need to unlock in *Karaoke Revolution*), having earned a measly 4,955 points, Robertson is fully expectant of the friendly taunts ahead of his way. "The thing about karaoke," jokes videogame network G4's Tom Russo (who kindly contributed the picture of Robertson you see here), "is anyone can be a star."

## HOW THEY SCORED

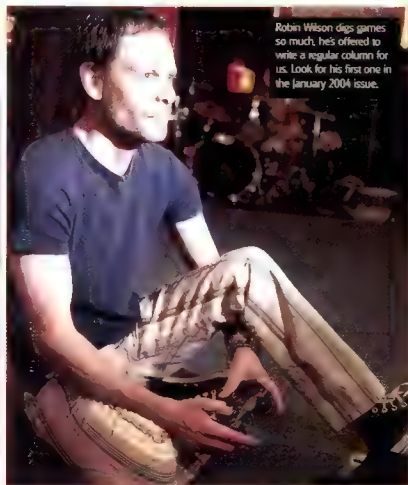
Song: "One Week"  
Singer: Ed Robertson  
Score: 4,955  
Song 2: "Bare Naked Ladies"  
Singer: Ed Robertson  
Score: 16,284

**TOTAL SCORE: 15,630**

I thought I knew that song pretty well, having written it and performed it hundreds of times, says a smiling Robertson. "I'm better at PaPapa than I am at this."

Despite the happy facade, one can sense the need for redemption—and G4's Just Wanna Have Fun is just what the doctor ordered. So what if Cyndi Lauper didn't actually sing "Oh Captain Lou, you know your real number one," as Robertson does? It's only pitch and rhythm that count in this game, and he's aware of this. By song's end, he has amassed a very respectable 10,675 points. "I'm very alarmed by the fact that I performed Cyndi Lauper better than I performed Ed Robertson," says the Toronto native. "I'm actually quite sexually confused about that night now, might need a little time to work that out."

It's very exciting to know that there are videogame geeks out there who will perform my own song better than I will," continues Robertson, who doesn't hit the road without his PS2 and as many as 50 games. But the game is very cool. It's going to make people happy. Just be prepared to get your ass kicked. ■■■



Robb Wilson digs games so much, he's offered to write a regular column for us. Look for his first one in the January 2004 issue.

## GIN BLOSSOMS

It takes a lot to break Robb Wilson away from *Cap'n Lou, Ca-pur or War of the Monsters*. So I proclaimed as one of the most geeked-out gamers in rock—the Gin Blossoms lead vocalist—however, absolutely psyched to boot up *Karaoke Revolution*.

But even bettering up to shuffle through all the songs, Wilson takes on the ones he likes—Bizarre Love Triangle, Like a Virgin, Red Red Wine, etc.—the moment he sees them on the list. It was, though he could care less, that they're easy is among the many selections.

Eventually, the time arrives for Wilson to perform his band's 1994 megahit, "Jesus Christ, Mary, Mother of Jesus." The excitement, hearing a sample of the cover version included in the game, woke everyone else, he says, in a sense covering a remake of his own song. Konami recorded every selection to minimize licensing fees. "Once the initial shock passes," Wilson's ready to go. With a gamer's mentality throughout the entire song, he follows the pitch-indicating arrow, note for note, ending up with an awesome 27,292 points—far and away the best of any member of the four bands.

It was a lot of fun trying to keep up with myself," says Wilson, just after his success. The game sticks even more in the delivery of the lyrics. And the fact is, doing the song that way—never did—so it's strange to have to sing

so technically and to put in all the little lyrical inflections that in rock n' roll you'd normally skip over.

It's unlike any other game I've ever played, he tells us. "This is exactly the type of game that can bring in nongamers, because it's not a traditional videogame. There's no punching. There's no stealing cars. No jumping. If the old videogame you played was just, this might be something that kind of gets you into the next generation of consoles."

The selection of songs can only help matters. There's a lot of classic tunes in there—comments Wilson knows exactly how he'd rate the game. "I love We Know It (And Feel It Now)," surpasses Michael Stipe's. "I would like to see like an 80s epics on pack that includes stuff like the Replacements and the Pixies. Something with some edge."

A vocal 10PM reader himself, Wilson knows exactly how he'd rate the game. "I was a member of an a cappella group, so I would give it 4 out of 5 stars," he says. "I would have gotten a 5 if the singer didn't sound so much like me." ■■■

## HOW THEY SCORED

Song: "Jesus Christ, Mary, Mother of Jesus"  
Singer: Robb Wilson  
Score: 27,292  
Song 2: "It's Not Unusual"  
Singer: Robb Wilson  
Score: 22,194

**TOTAL SCORE: 49,830**

## Robb Wilson: Hardcore Gamer

What was your first gaming experience?

I was either *Temple Run* or *Star Trek* game that came with Artisan State (a toaster). I was excited. I remember with it, and it's on a computer screen, and then I walked to a place called Golf and Games in 1983, so it was right at the height of popularity of games like *Donkey Kong* and *Pac-Man*. Things like *Star Trek* and *Star Wars*.

What was your favorite?

Yeah, *Centipede*, *Asteroids*, *Space Invaders*. I was looking to get a taste with the little space guys going around my area. Some people have burned wires if no game out a while, so they'd burn it.

What got you hooked?

*Donkey Kong*, because only was it a fun game to play, but also there was a sense of some kind of a story behind it. There really weren't, but I was hooked on it.

How do you gaming now compared to back then?

I couldn't possibly have imagined it. For me, the real turning point in gaming was *Tomb Raider*, so far as I can tell. I was hooked on it. I was hooked on it. I was hooked on it. I was hooked on it.

So, what did you think of *This Angel of Darkness*?

I was super pumped about that one. I have no inclination of trying another *Lord of the Rings* game again, ever. I don't go back to see how it's a two-hour game, so it's a little bit of a disappointment. I don't think it's a game.

How important is your think good music is for gamers?

It's as important as, generally, graphics, sound, and camera. I don't think it's as important as those things.

What game is the most soundtrack is the best?

Fair and away, I mean, I would argue with that. I don't go back to see how it's a two-hour game, so it's a little bit of a disappointment. I don't think it's a game.

Read *Robb Wilson's* *Hardcore Gamer* playstationmagazine.com.

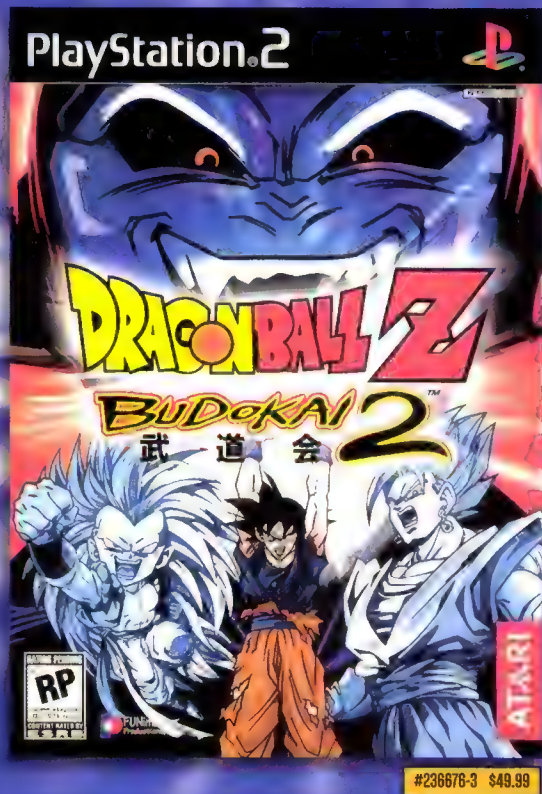


# EBGAMES™

electronics boutique®

**Drop In.  
Power Up.  
Throw Down.**

Prepare for the greatest  
Dragon Ball Z® fighting  
game of all time!



- Flex and blast through eye-popping battles in single-player "Dragon Mode" that opens the story to new match-ups, surprising character appearances and missions that will amaze.
- Battle your friends in multiplayer "VS." and "Tournament" modes.
- Even more explosive "Ki" energy attacks and combos exclusive to each character.

Call 1-800-800-5166 for the store nearest you or visit us at [www.ebgames.com](http://www.ebgames.com)



— SIERRA ENTERTAINMENT PRESENTS —

# THE Hobbit™

THE PRELUDE TO THE LORD OF THE RINGS



Violence  
Comic Mischief



PlayStation 2









# BUSTIN' OUT

The reasons  
your girlfriend  
will love *The Sims*:  
**Bustin' Out**

## 1) SHE CAN SIM ONLINE WITH FRIENDS

For us PS2 gamers...you can actually take your Sim to the Internet. Online play is divided into two areas: trading stuff with other players and co-op play through the single-player game. The co-op play is pretty straightforward. Two Simmers can team up and beat the various level objectives faster, earning mad cash and unlocking new things. Say you're not a big Sims fan, but she wants someone to help her out. What then? Well, she can find someone online to play with, using the same kind of EA.com account and matchmaking service you find in EA Sports games. You can search for other Sims by name, appearance, and even astrological sign (if you're so inclined).

It's the online trading that tickled our interest. Not many people have enough time to go through every single new area, track, visit every single new area

and interact with every NPC in a game like this. You'd pretty much have to be obsessive and unemployed to try to unlock everything. So, those of us who Sim in moderation can now search online for other like-minded souls and swap fridges, robots, lamps, and other appliances.

## 2) SHE CAN LEAVE THE HOUSE WHENEVER SHE WANTS TO

Her Sim is no longer a worker. She who spends her day between the den and the living room; there are 16 other zones for her to hop around in (the new houses are special free-play houses for your Sims to luxuriate in). If she has a more outgoing Sim, she can take her to Pixel Acres and lounge around in the nude. Or visit Club Rubb for some socializing. Or work out at Toane's Gym. If she's a more introverted Sim, as she gets a free scooter very early on in the main game and

a sports car or a decked-out limo that has a hot tub on the roof.

## 3) SOMETHING SHE'S GOOD AT: SHOPPING!

The objectives-based structure of the main game dutifully dolles out new stuff left and right. Each locale has a whole bunch of unlockable objects that she'll see the opportunity to buy after completing certain tasks.

After she's done that, she can go to the mall and buy some new clothes or a new car. Or she can go to the gym and work out. Or she can go to the club and dance. Or she can go to the park and play. Or she can go to the beach and sunbathe. Or she can go to the city and explore. Or she can go to the countryside and relax. Or she can go to the mountains and hike. Or she can go to the desert and drive. Or she can go to the snow and ski. Or she can go to the water and swim. Or she can go to the air and fly. Or she can go to the space and travel. Or she can go to the future and live. Or she can go to the past and learn. Or she can go to the present and enjoy. Or she can go to the world and love. Or she can go to the universe and dream.

## 4) THERE'S MORE TO THE CHARACTERS FOR HER TO MEET THIS TIME

There are a few

new NPCs in the last game, such as the boiths and Mr. Malcolm Landgrab (who's now the villain of the game). Now, get ready to meet 22 new individuals. Hey, all those places mentioned earlier have to be staffed by someone.

Besides powering a lot of new personality into these new characters, EA has also added a new game mode called "Queen of the Night." In this mode, Maxis has ensured that the Sims will have to deal with a lot of new challenges.

new areas or acquire goodies. If she hangs around with the crude and sloppily Dudley, he'll teach her how to produce a good batch or two. If she parties with Bling Bling, he might teach her a few dance moves or hook her up with a prostitute.

## 5) IT'S MORE OF A GAME THAN A TOY

*The Sims* on PC is more of a game, and *Bustin' Out* Improves

ing the best way to maintain the Sleep/Comfort/Social/Bladder/Food motives.

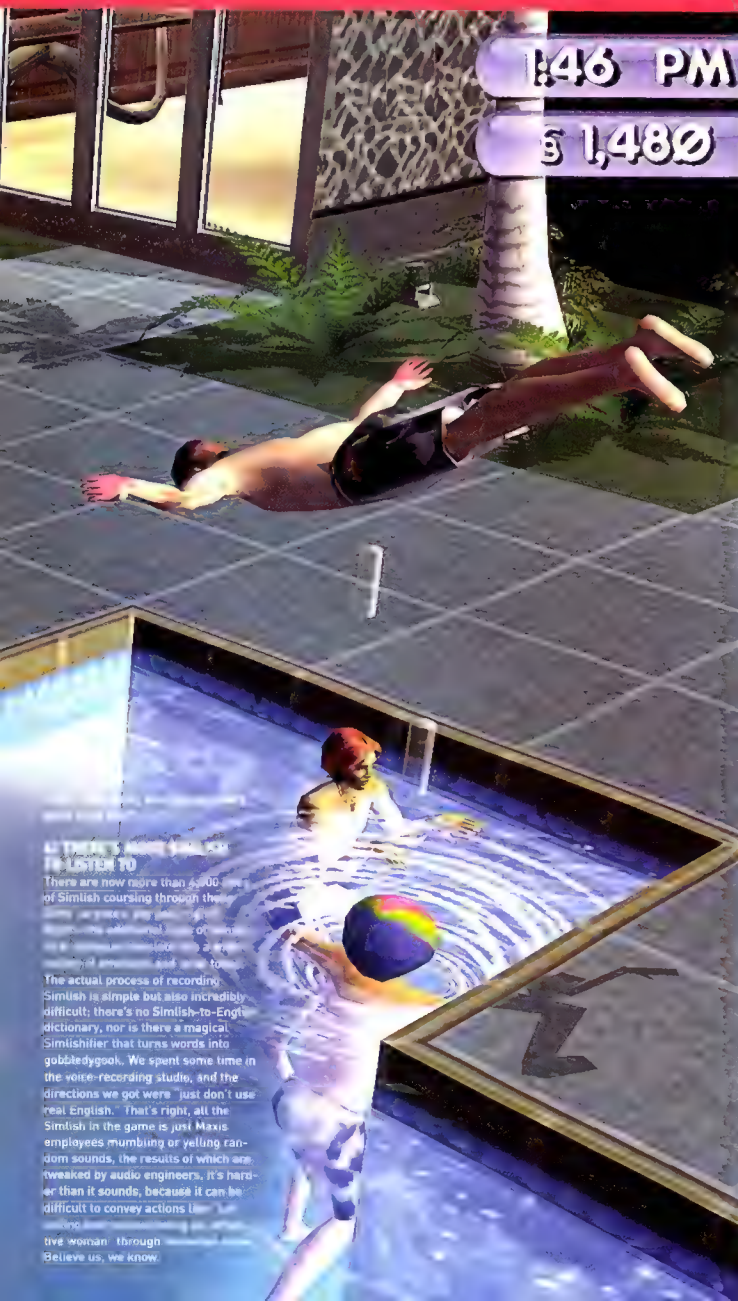
Want an example? Rather than taking the universal carpool to work, she now takes the bus (welcome to the world of commuting to work), but she has to be sure to take the right bus. Different bus lines go to different

places. If, for example, she's trying to follow the Mad Scientist career path early in the game, she'll be able to unlock the rocket-propelled gnomes sooner.



# BIG MOMMA'S HOUSE

Though you start the game in your mom's house, there's no relation to that cinematic delight starring Martin Lawrence under heavy—and we mean heavy—makeup as Big Momma.



## ALTERNATE SOUND & ACTION IN LISTEN TO

There are now more than 4,000 words of Simlish coursing through the game.

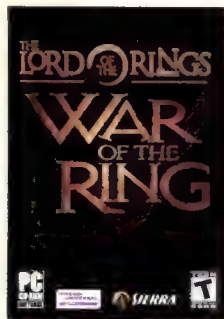
Simlish is simple but also incredibly difficult; there's no Simlish-to-English dictionary, nor is there a magical Simlishifier that turns words into gobbledygook. We spent some time in the voice-recording studio, and the directions we got were "just don't use real English." That's right, all the Simlish in the game is just Maxie employees mumbling or yelling random sounds, the results of which are tweaked by audio engineers. It's harder than it sounds, because it can be difficult to convey actions like

the actual process of recording Simlish is simple but also incredibly difficult; there's no Simlish-to-English dictionary, nor is there a magical Simlishifier that turns words into gobbledygook. We spent some time in the voice-recording studio, and the directions we got were "just don't use real English." That's right, all the Simlish in the game is just Maxie employees mumbling or yelling random sounds, the results of which are tweaked by audio engineers. It's harder than it sounds, because it can be difficult to convey actions like

live woman through Believe us, we know.



Welcome to Middle-earth.  
The journey begins this fall.



OFFICIAL GAME

AN UNOFFICIAL LICENSED PRODUCT

[www.lordoftherings.com](http://www.lordoftherings.com)



Blood  
Violence

THE LORD OF THE RINGS™, MIDDLE-EARTH™, and THE LORD OF THE RINGS: THE RINGS OF POWER™ are trademarks of Tolkien Enterprises, Inc., in the U.S. and/or other countries. MIDDLE-EARTH™ and THE LORD OF THE RINGS™ are trademarks of Tolkien Enterprises, Inc. in the U.S. and/or other countries. ALL OTHER TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.



# ARCHITECT

**W**ill Wright may not be the hands-on guy to pay for *The Sims: Bustin' Out*, but there's a reason he's the grand vision at Maxis. Employees often refer to him as the man behind the curtain, ensuring everything Sim-related runs smoothly. Making a name for himself with *SimCity*, Wright eventually went on to create the ultimate crossover game: *The Sims* (heck, even chicks dig it). Even though he's working on his next Uberproject, he still has time to lend his brain to *Sims: Bustin' Out*.

**Is there a unifying philosophy behind the entire (PC and console) Sims franchise?**

If there is a unifying concept, I think it would be that we want

**How do you make your games so appealing to everyone, even the elusive female market?**

Part of the trick here is to get more females involved in the development process. At Maxis, we've been lucky to recruit a high percentage of women onto our development teams. There is something of a chicken-and-egg problem to solve here. One of the reasons we attract more qualified women is because we are making the types of games they like to play, which then helps us to make just those types of games better.

**From where do you draw all of your ideas?**

Most of the ideas I bring to games come from books I read. I read mostly nonfiction—science, social

Ask me again in a year when I can talk about it.

**What would you be doing if you weren't making games?**  
Probably making toys. Or perhaps making robots.

**If you could go back and remake any one of your past titles, which one would it be and why?**  
I think I might remake *SimAnt* from a more immersive first-person point of view.

**Do you have any advice for aspiring game designers?**  
Expose yourself to ideas, subjects, and design approaches from outside the games industry. There's a world of useful stuff out there for you to discover, and by pulling

**"I view the console versions of *The Sims* as experiments in cross-breeding, to some degree..."**

players to own the world as much as possible.

**What kind of thinking went into the two different directions of the PC and console versions of *The Sims*?**

The first differences had to do with the players and the environment. Console players tend to be younger and are playing in a more social environment. Frequently, there are spectators watching over your shoulder as you play, and this influences how you relate to a game. I view the console versions of *The Sims* as experiments in cross-breeding, to some degree; we're trying to combine elements of the PC gameplay with other, more goal-directed and level-based games.

**How do you think the online experience of *Bustin' Out* on the PS2 will compare with the ill-fated *The Sims Online*?**

They are totally different beasts. One is about developing long-term relationships and achievement (*The Sims Online*), the other (*Bustin' Out*) is about playing together to unlock cool new objects and explore new locations.

ogy, biology—and find that many of the subjects I research are very compelling to me. I always feel a need to find ways to communicate these ideas to a wider audience.

**Are there any other game designers you admire, and if so, why?**  
Yes, I have the utmost respect for Miyamoto-san of Nintendo; I love all of his games, and his craftsmanship is superb. I enjoy Sid Meier's games because he designs from the player's point of view. I like Peter Molyneux's games for their creativity and the detail he puts into his little worlds.

**How did you get into the industry?**

I bought my first computer to control robots that I was building at the time. After teaching myself to program, I found myself becoming more and more fascinated with the possibilities. I bought some of the first games at the time—the one that came in zip-lock bags—and became totally hooked on the idea of building these microworlds.

**What is your ideal game you'd**

love to make? I'd like to make a game that is a mix of the

from outside sources, you'll contribute to broadening games rather than inbreeding them.



**Will Wright**  
Social Engineer, Maxis  
Cover Highlights: *SimCity*, *Simsland*, *SimCity 4*, & *The Sims*



- NEW 11-ON-11 AUTHENTIC NFL ACTION
- NEW TOURNAMENT-STYLE ONLINE PLAY™
- NEW BLITZ™ STYLE RUNNING GAME
- NEW INTERACTIVE SIDELINES
- NEW FRANCHISE MODE
- ALL-NEW A.I.



The logo for NFL Blitz Pro, featuring the words "NFL BLITZ PRO" in a stylized, metallic, 3D font. The letters are primarily blue and silver with yellow and red highlights, giving it a dynamic, high-energy appearance. The "NFL" is smaller and positioned above "BLITZ". The word "PRO" is to the right of "BLITZ". The entire logo is set against a dark, textured background.

**EVERYONE**  
**E**  
CONTENT RATED BY  
ESRB

ONLINE  
BROADBAND ONLY



POWERED BY  
**game**SPY

[illegible]



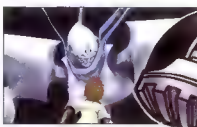


Kingdom Hearts sequel gets the go-ahead at this year's TGS

Set shortly after the original, *Kingdom Hearts II* features the return of Sora, Kairi, Riku, and numerous Disney characters, including a version of Mickey Mouse that looks as though it was ripped straight from *The Matrix*. Although Tetsuya Nomura, director and character designer, helped shape Mickey's new look, Disney still maintains an active

role in the appearance of its characters. Our legacy of keeping Disney characters alive involves making sure they've been portrayed properly," said Graham Hooper, senior vice president and general manager of Buena Vista Games. But a lot of the ideas come from Tetsuya Nomura.

Unfortunately, Nomura and members of the *Kingdom Hearts* development team were tight-lipped about any additional details, but they did indicate the game will be ready for a 2004 release.



## About Time



Square Enix will be holding an official unveiling of *Final Fantasy XII* on Nov. 19. New characters and locations from the latest *Final Fantasy* are expected to be shown. Check [www.1Up.com](http://www.1Up.com) for the latest.

## Say What?



Sega of America has wisely decided to rethink the name for its *Shinobi* sequel. Instead of being called *Kunoichi*, the ninja action extravaganza will be known as *Nightshade* in North America.

## Eye Got Rhythm



A European Eye Toy game called *Groove* will be the first title released for the peripheral to include licensed music from artists such as Madonna and Elvis.

**Silent Film**



Konami has signed away the film rights for its *Silent Hill* survival-horror series. The movies will be produced by the same man responsible for the *Resident Evil* film and its upcoming sequel. Look for a radical reinvention of modern cinema sometime soon.



# Adventure is in the Eye of the Beholder.



Seeing it is believing it as your favorite virtual monster series is back and better than ever!

MR4 boasts a brand new adventure element that will take you and your monsters to distant lands and beautiful environments to battle big bosses and unlock hidden monsters. This is no longer just a training ground, this is the adventure you and your monsters have been waiting for!



## Monster Rancher 4

*Monster Rancher Like You Have  
Never Seen It Before!*



PlayStation 2



[www.tecmogames.com](http://www.tecmogames.com)

TECMO GAME

Monster Rancher®/4. ©Tecmo, LTD. 2003. Tecmo and the T logo are registered trademarks of Tecmo Computer Entertainment Inc. This logo icon is a trademark of the Interactive Digital Software Association.



Trinitron



SONY

Trinitron  
KV-34HS610

# the game pad

by Darren Gladstone

## Get the picture?

Widescreen this, 480p that...man, the rocket scientists making television sets these days sure love throwing out terms and numbers that confuse the hell out of you. Walking into the electronics store, you know what you want: the biggest, dopest monster of a television you can squeeze into your tiny apartment to make your PS2 games look brilliant. Truth is, you need to consider many factors when buying a set, and there's no way to sum it up in two pages. So, we're going to break this up into digestible chunks. This month, we're answering the basic questions, so you know where to start looking in the electronics store this holiday season (hint: it's the area where they stash all those big boxes that glow and show moving pictures). In the next few months, we'll give you specific tips about different types of televisions and what you need to build your own killer game pad.



# \$500

The price of a 12-inch black-and-white Philco TV back in 1950... which would be, like, a billion dollars today!

## ASK US YOUR QUESTIONS!

E-mail our resident expert at [darren\\_gladstone@ziffdavis.com](mailto:darren_gladstone@ziffdavis.com), and we'll answer all the reader questions in an upcoming issue.

### Up to \$500

- Curved tubes: Up to 32 inches
- Flat tubes: Up to 24, plus some 27-inch sets

This is your entry point. HDTVs aren't this cheap yet, so know what you're getting into. HD will become the standard within a few years. If you're ready to accept that, check out Sony's **KV-27FS100**, which we've seen selling for about \$450. It may be an analog set, but with picture quality this tight, you won't mind missing out on HD.



### \$500 TO \$1,000

- Curved tubes: Up to 36 inches
- Flat tubes: Up to 36 inches
- HDTV: Up to 32 inches, plus a few 36-inch sets
- HDTV Rear Projection: 40 (and a few 52) inches
- LCD: Up to 15 inches

This is when you start getting a taste of the better things in life: larger tubes. HDTV, and maybe a modest LCD pane. You may be tempted to go for the gusto and get a 36-inch set, but pause for a moment. If you want a sharp picture coming from a television you won't have to chuck in a couple of years, consider a 30-inch HDTV. Prices are coming down, and you can get a decent HD set like Samsung's **TXN3071WHF** for just under a grand.



### \$1,000 TO \$1,600

- Curved tubes: Up to 36 inches
- Flat tubes: Up to 32 inches
- HDTV: 27 inches, plus some 30-inch sets
- LCD: Up to 15 inches

Now we're talkin'! If you can live without a widescreen set, really, they're best for DVD junkies, go for a good 32-inch HDTV. Or, if you're feeling dangerous, get a rear-projection set—just beware the chance of burn-in (look to the left for more on that). Our choice here, just tops the \$1,500 price point, but Toshiba's **32HF73** is definitely worth it. Over the years, Toshiba's produced some consistently awesome sets. Their strong point: true black color & gnats, so dark scenes don't get washed out. Perfect for all those dark, dark PS2 titles.



### OVER \$1,600

If you're planning to spend that kind of scrip on a television, stop reading this magazine for home theater tips and go somewhere like [www.home theatermag.com](http://www.home theatermag.com). Seriously, we don't have the room to go into the detail these awesome televisions deserve. Plasma sets of all shapes and sizes, handsome-looking HDTVs, widescreen LCDs you can hang on the wall... you're not going to get any of these without dropping a couple thousand bucks. A reasonable set we currently dig is (again!) from Sony. The 36-inch widescreen HDTV **KV-34HS510** (left) is not only easy on the eyes, but it also delivers a good picture and has plenty of inputs on the back for everything in your home theater. And considering the performance, the \$2,000 asking price ain't all that bad.

### IS DIGITAL TV REALLY THAT GOOD?

The short answer is "yes." All you need to know for now is that it makes the picture look damn pretty. But here's the obvious problem: HDTVs are expensive—and they're going to remain expensive for the immediate future. Another problem most people don't consider: A good HD set will shine a too-bright spotlight on a crappy picture. Without a component AV cable for your PS2, it'll look like you're watching your games through a cheese grater. Analog TV? Forget about it. Without an HD-signal decoder (usually sold separately) and a pure source like digital cable, your eyes will start bleeding from all the onscreen imperfections.

### HOW BIG IS BIG?

That's a very good question—for those with lots of money to burn. The short answer: Don't be tempted by that gorgeous 65-inch plasma set at the store. You need to consider not only the size of your room, but also how close you're sitting to the set.

### OK, SO HOW MUCH IS THIS GONNA COST?

It always comes down to the dollars. You've got a budget, and you want to get the best you can for the money. So, in order to keep you from openly weeping at the store, check out our handy breakdown of how much you can expect to spend on different sets. (Of course, prices change—just consider this an approximate range.) Don't say we didn't warn you....

### ACT LIKE YA KNOW...

While we're not dipping into DLP projectors—that's a whole other issue—let's check out what lurks behind the boob tube on some different sets:

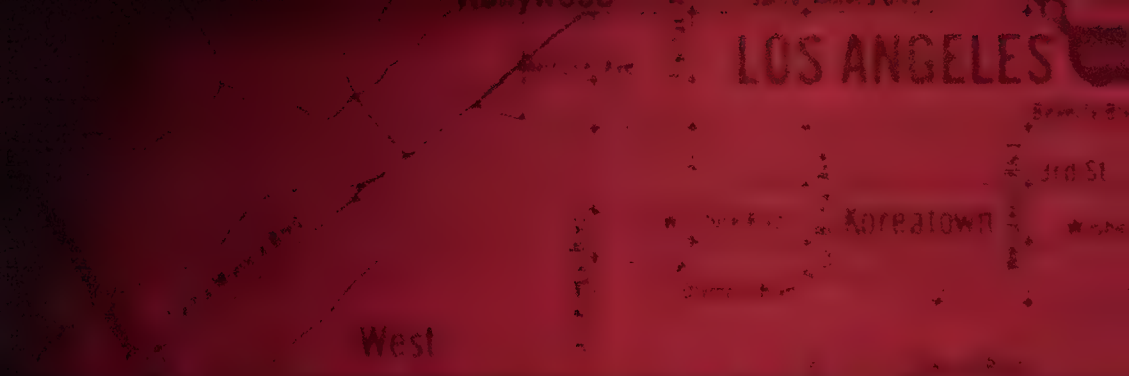
- **Curved tubes (up to 40 inches):** Employed in the cheaper stuff, so don't expect HD here. These holdover CRT (cathode ray tube) sets will eventually be phased out.
- **Flat tube (up to 36 inches):** The current vogue in most televisions. They reduce glare and have much better viewing angles (more people can squeeze around the set to watch). While there are normal flat-tubed sets, they'll also find many HD sets with flat tubes.

- **Rear-projection (40 inches and up):** Big and impressive, these guys deliver an awesome picture. Just beware of burn-in on CRT-based rear-projection televisions. Imagine dropping upwards of two grand only to have a marathon session of *Soul Calibur II* kill the thing.

- **LCD (10 inches and up):** These are employed in those sexy flat-panel displays. Some are tiny displays perfect for popping into the car, while others are massive enough for your living room. Prices are coming down, but you're still going to see 30-inch sets in the \$4,000 range.

- **Plasma (about 42 inches and up):** Buy a plasma television or a used car—your call. Sleek as all hell, these ultrathin sets have fine pictures but get damn pricey damn quick. One warning: We doubt you'll be playing one game non-stop for a couple days, but you could run the risk of burn in.





# THIS IS TRUE CRIME™

STREETS OF LA™

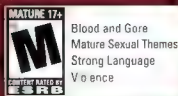
Includes over 50 original songs from Snoop Dogg, Westside Connection, Coolio and more!  
Visit [truecrimela.com](http://truecrimela.com) for exclusive game clips and soundtrack samples.

ACTIVISION

[activision.com](http://activision.com)



PlayStation 2



© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and True Crime and Streets of LA are trademarks of Activision, Inc. and its affiliates. All rights reserved. Developed by: Los Angeles, Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All rights reserved. TM, ® and the Nintendo Game Boy Advance logo are trademarks of Nintendo. © 2003 Nintendo. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation 2 computer entertainment system, "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The redline logo is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.  
\*Nintendo GameCube game contains fewer songs.





**SOUNDTRACK ON**

VYBE SQUAD KOCH RECORDS



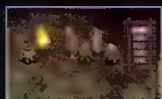




## More FFX-2

Japan's getting a new version of *FFX-2*, called *Final Fantasy X-2 International Last Mission*. It has new costumes (one is called the *Psychic*) and a new quest. It probably isn't coming out in North America. No fair.

## ONLY IN JAPAN



## GEGE NO KITARO KONAMI

"I see dead people," the famous line goes. Kitaro, star of Konami's new simulation RPG *Gegege no Kitaro*, has the same problem—he sees ghosts all the time. That might seem natural when you consider that he's a monster himself, but it gets a bit odd when you factor in the fact that his father is a disembodied eyeball who lives in Kitaro's left eye socket. All this wackiness is based on one of Japan's best-known horror anime (think ghost stories), penned by the truly insane Shigeru Mizuki. The anime—lapping into a strong Japanese cultural belief in *yokai* (spirits)—hit it really big in the 1980s, with predictable NES and Super NES games released to capitalize on the popularity. Now that the anime is enjoying a *Teenage Mutant Ninja Turtles*-esque revival, it's not surprising to see that a PS2 game will hit Japanese stores in December. The art of the series has been faithfully reproduced—check out these awesome hand-drawn characters in the screenshots—but the game has been given a modern makeover. On his quest to hunt down and defeat evil spirits, Kitaro has two new companions: a mobile phone and a laptop. They're a far cry from the unlicensed nuclear accelerators of *Ghostbusters*, but they're apparently effective nonetheless, equipped to sniff out ghosts in their hiding spots. Despite being equipped with these mechanical companions, Kitaro can't surf the Web or chat for hours with his girlfriend. But he can morph into various "jobs" to perform attacks—jobs like a juggler (surely not the most intimidating). You could liken it to *FFX-2*'s dress-up system, but without the bevy of hatties changing into different outfits. Details remain sketchy on where the "simulation" aspect comes into play (is it possible for a ghost-hunting game featuring a monster hero with a dad in his eye to be a simulation at all?), but the kooky humor, art, and generally spooky vibe of this RPG look good to us. Pity that look is all we can do: Konami hasn't announced this for the United States, and it probably won't.

## I WAS BORN A SPIRIT

Kitaro's creator, Shigeru Mizuki, doesn't just write about spirits—he actively believes in ghostly happenings. At the height of the series' popularity, he claimed that spirits were overrunning his own body. With the rebirth of Kitaro, Mizuki is enjoying another spell in the spotlight. He recently spoke at the International Spirits Convention and also released his autobiography, aptly entitled *I Was Born a Spirit*. Incidentally, Mizuki also reckons that cities are "scabs on the earth," draining away the planet's life force. *FFVII*, anyone?



# SENSORY OVERLOAD

Didn't go to the Tokyo Game Show? We've compiled 10 of the coolest moments from Japan's biggest gaming event

## THE CROWD

The first day of the show is reserved for members of the press, but on days two and three, the floodgates are opened, letting in literally thousands of overexcited children, cosplayers, and all sorts of gamers. It's amazing to see so many people, but they make it really difficult to actually play any of the games.

## HIDEO KOJIMA

As you'd expect, the creator of *Metal Gear Solid* is quite a popular man just before the show started: he was spotted standing next to Dennis Dyack in front of the *Snake Eater* trailer wall. He also took some time to do a stage interview, drawing dozens of fans to look at his face on an enormous screen.



## VIDEOGAME CHARACTERS

There's something incredibly scary about seeing giant videogame characters walk around the show floor. Even more frightening: There's someone actually inside those freaky costumes. But hey, everyone loves monkeys, especially monkeys wearing shorts!

## METAL GEAR SOLID 3: SNAKE EATER

Konami showed two MG3 trailers at the Tokyo Game Show. One was the same trailer from ECTS, while the other was a slightly edited version of the E3 trailer with scenes showing Snake's proficiency with a knife. You'd think it would have the biggest crowd until you ventured over to

## MACROSS

Bandai's booth was fairly busy throughout most of the show, but it got horribly packed during the trailer presentation for its *Macross 1 Reboot* for North America. The trailer showed some of the in-game action as well as cut-scenes that follow the events from the series to the "judging from the throng of eager visitors, *Macross* still holds a significant place in the minds of the Japanese gaming public."

## SLIMES...LOTS OF THEM

Even though *Dragon Quest VIII* was a no-show, the midstate of the blue slimes had some sort of hypnotic power over those who would dare venture by the mountain of push-creatures. There were even slimes stuffed into the booth scaffolding, as well as some seat cushions for showgoers who needed to rest their weary behinds.



## MEDAL OF HONOR: RISING SUN

What is this doing here? Needless to say, the *Medal of Honor: Rising Sun* booth was quite a sight to see. As booth workers marched around in uniform in an attempt to coax people to play a level set in the Japanese jungle. (Yeah, hey, look! Cosplayers!)

## JAMES BOND

EA definitely gets extra points for having one of the coolest booth setups at TGS. The *James Bond 007: Everything is Silent* area was basically a bar where people could play the game while sitting next to James in fancy dresses. Seeing young children at this booth proved quite amusing.

## NAMCO

Similar to Bandai and Konami, Namco's most popular section was the video wall. Here, attendees got a chance to take a look at the recently announced action game featuring Tekken's Nina. The CG cut-scenes were pretty cool, but the gameplay seems a little rough at the moment.

## BOOTH BABES

Yeah, yeah. We agree, the gorgeous women representing various companies on the show floor after all, it wouldn't be a truly worthwhile TGS experience if we didn't



# 100x

The number of times faster the rumored PS3 processor is, compared with the latest Pentium.



PlayStation 2

Clish MacLaver's

# GOSSIP GOSSIP

All the muck that's fit to rake

As all the big gaming for the holidays start to turn up in stores, we get ready for the onslaught in 2004 and beyond. As always, clish on the next-generation PlayStation is very much on the agenda.

## THE PS3 NEWS CONTINUES

Last month, I explored much of what's happening with regard to

PS3, and this month, there is a whole extra tidbit. While the machine's PS2 and PS1 compatibility has been very publicly revealed, I've heard nothing as it will allow full code. It is unlikely that the system will ship with the ability to run UMD discs. But, if Sony continues to explore the possibilities of downloadable content that is then transferred to UMD (imagine PSP games



distributed much like digital music, it's entirely possible that you'll be able to use PS3 to download the game code and store it on the hard drive. And if you can store it, why not play it, too? Considering PS3 is significantly more powerful than PSP, it isn't too much of a stretch imagining its ability to emulate its baby brother. As usual, Sony is tight-lipped about the more radical ideas floating around, since they may not all make it into the final box, but the frequency with which we're hearing about new concepts indicates Sony is hinting at some kind of announcement. As I've said before, I'd be extremely surprised if in 2004, there isn't some kind of early "official" PS3 announcement declaring the system's specs along with some appropriately unrealistic tech demonstrations.

## WHAT IS PS2.5?

If you read some of this magazine's competition, you're probably getting used to constant references to something they're calling PlayStation 2.5. What on earth are they talking about? Nothing, that's what. There is no PS2.5. There is no jazzed-up version of the existing machine, one that's capable of fancier graphics or any other such nonsense. We'll see PSX in late 2004 (which is a PS2 in the same box as a gigantic hard drive boasting TiVo-like abilities, along with all kinds of media-server goodies) and then the cult-on PS3 in 2005 or 2006. Don't pay attention to people who don't know what they're talking about.

## E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

[clish\\_maclaver@ziffdavis.com](mailto:clish_maclaver@ziffdavis.com)

## POW

**MULTIPLE BOXING SIMS IN '04**  
Expect boxing to make a comeback next year as the kings of sports games slug it out with each other to see who makes the best punching simulator.



## STAB

**RETURNING TO PERSIA**  
With *Prince of Persia* proving to be so good, it's hardly surprising that a sequel is already under way. Expect to see it out in time for the holidays next year.



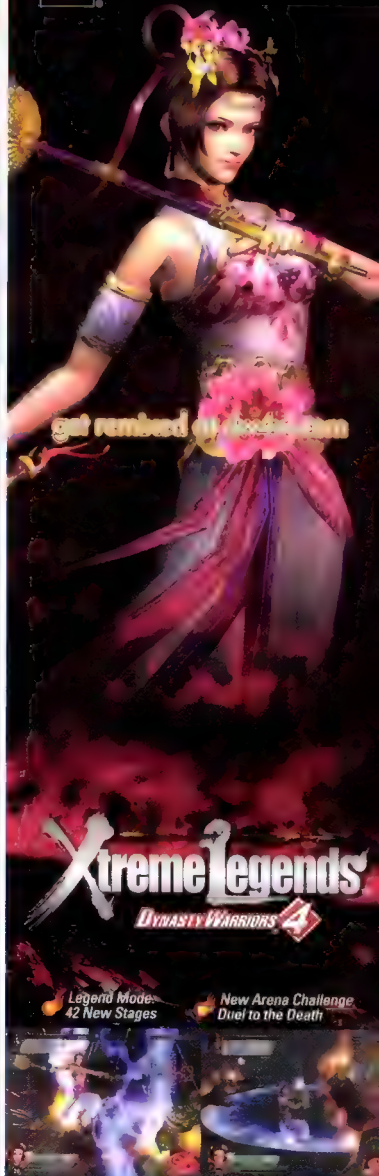
## RASH

**BIKING AND FIGHTING**  
My contacts at EA plead ignorance when it comes to word on a new *Road Rash*, but I've heard it is going to happen and will be rolled out at E3 in May. Expect a *Need For Speed*-like transformation.



## JAK III

**THE INEVITABLE THIRD ONE**  
Don't be surprised if we hear news of a third *Jak* game in the next few months, as well as a possible *Jak* spin-off, most likely a vehicle-based game.



Legend Mode: 42 New Stages  
New Arena Challenge: Duel to the Death

koel  
www.koel.com

The KOEL logo is a trademark or a registered trademark of KOEL Co., Ltd. in Japan, the U.S. and other countries. Xtreme Legends is a trademark of KOEL Co., Ltd. in the U.S. and other countries. ©2003 KOEL Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

25th Anniversary  
1979-2004





# DVD REVIEWS

By John Scalzi



## X2: X-MEN UNITED

(Patrick Stewart, Hugh Jackman)

The *X-Men* movies are fairly dour as far as superhero films go, and you have director Bryan Singer to thank for that. Sure, the *X-Men* comics have always been about alienation and division, but at least they had bright primary inks and such. Singer, on the other hand, clads his heroes in moody blacks and blues and gives them sets to match. It works—the *X-Men* films come across as more weighty than they actually are—but when you get right down to it, after all the explosions, special effects, and cool mutant abilities, neither *X-Men* film is what you would call fun.

X2, for example, features not one but two attempted genocides, which is probably two more attempted genocides than most films (especially ones based on comic books) really need. Through it, Professor Xavier (Stewart) and his band of mutants save the world for the normal

people more out of a sense of duty than any real enthusiasm. Despite the action scenes and noble sacrifices from the "good" mutants, I eventually came away with the feeling that, ultimately, Magneto is right: The regular humans will never warm to the mutants, and frankly, the mutants ought to corral the lot of them into, oh, I don't know, Iowa, and use the rest of the country as a mutant playground. I'm reasonably certain that's not what Singer is intending his films to convey, but that's what I'm getting out of them. X2 is reasonably entertaining; I just wonder where the series is going to end up.



The DVD includes two sets of commentaries, 11 making-of featurettes (including several on Nightcrawler, the newest *X-Men*), deleted scenes, and still libraries.

**Movie Score:** ★★★★★

**DVD Extras Score:** ★★★★★

## UPCOMING DVD RELEASES

**November 4, 2003**

Adam Sandler's  
Eight Crazy Nights  
The Anna Nicole Show:  
Season 1  
Finding Nemo  
Legally Blonde 2  
Star Trek DS9: Season 6  
X-Files: Season 8

**November 11, 2003**

Dumb and Dumberer  
Friday Night  
King of the Hill: Season 2  
Terminator 3: Rise of the  
Machines  
Three's Company: Season 1

**November 18, 2003**

Lara Croft: Tomb Raider—  
The Cradle of Life  
The Lord of the Rings:  
The Two Towers—Extended  
Sinbad: Legend of the  
Seven Seas  
Space Ghost Coast to Coast 1  
The West Wing: Season 1

**November 25, 2003**

Bruce Almighty  
Dark Crystal  
X2: X-Men United

## BRUCE ALMIGHTY

(Jim Carrey, Morgan Freeman)

Would you trust Jim Carrey with the keys to the universe? The answer from *Bruce Almighty*: Sure, if you want a world where doggie pee stands up. And who doesn't? Carrey is in *Liar, Liar* mode (not surprising, since this film has the same director and co-writer), acting wacky and zany but pulling it together just in time for the heart-warming life lesson. Just like an episode of *Al F.I. OK*, that was a cheap shot. Anyway, this film is good, clean fun, a somewhat theologically suspect. Extras include outtakes, deleted scenes, director commentary, and *The Process* of Jim. Guess what that's about. **Movie Score:** ★★★★★ **DVD Extras Score:** ★★★

## FINDING NEMO

(Albert Brooks, Ellen DeGeneres)

*Finding Nemo* is widely hailed as Pixar's masterpiece, which is high praise considering the *Toy Story* films and *Monsters, Inc.* Visually, find no argument with this assessment. This is, simply, one of the



## DID YOU KNOW?

This feature appears in the *Trail of the Living Dead* book, which is available for purchase at [www.sony.com](http://www.sony.com).



most beautifully animated films ever made, and like everyone, I want to live in that coral reef with all the pretty fishes. Storywise, however, it's not as strong as people let on. I don't know if anyone else has noticed, but Pixar's movies tend to be about someone trying to get home, and after four out of five films with the same theme, you look for a change. But, *Finding Nemo* is still very good, of course. If there's a kid in your living quarters, you'll be getting this. *Resistance* is futile. There are lots of family-friendly extras, including games, encyclopedia information about fish, a short film featuring Jean-Michel Cousteau, the animated short *Knick Knack*, plus a commentary, making-of and art documentaries, and—love it!—virtual aquariums.

**Movie Score: \*\*\*\*\***  
**DVD Extras Score: \*\*\*\*\***

### LARA CROFT: TOMB RAIDER—THE CRADLE OF LIFE (Angelina Jolie, Gerard Butler)

This sequel, is somewhat better than the original film, but considering what an incoherent mess that was, how could it not be? *Cradle of Life* has a director who actually knows something about action (*Speed* director Jan de Bont), and it has something akin to a plot—keeping the bad guys from opening the Ark of the Covenant—oh, wait, I mean Pandora's box! But at the end of the day, it's still about pouring the delicious Angelina Jolie into something formfitting, having her toss off a line in that sultry fake accent, and then letting her save the world through calisthenics. I know, I know. Why am I complaining? Yet I am. This one was a flop, so that's the end of this series. Let's hope Jolie gets something action oriented, something not so aggressively blah. No extras were announced at press time.

**Movie Score: \*\*\***  
**DVD Extras Score: N/A**

### LEGALLY BLONDE 2: RED, WHITE & BLONDE (Reese Witherspoon, Luke Wilson)

The *Legally Blonde* movies work only if you cut them a whole bunch of intelle-

tual slack. Suspension of disbelief is particularly important in this sequel, since the Washington, D.C., of this film is composed mainly of idiots and straw men specially designed for Reese's character (campaigning for animal rights) to blow past in a haze of pink. But Reese is cute and the film is fun, so most are willing to put up with a certain amount of thickheadedness in order to spend time in its company. Extras include a cast commentary, a LeAnn Rimes video, deleted scenes, a gag reel, and a Delta Nu quiz.

**Movie Score: \*\*\*\***  
**DVD Extras Score: \*\*\*\***

### SINBAD: LEGEND OF THE SEVEN SEAS

(Brad Pitt, Catherine Zeta-Jones)  
DreamWorks is still scratching its collective head as to why *Sinbad* flopped so horribly in the theaters. Well, guys, I'll tell you why—your animation style is a little fussy. Seriously. All your "traditional" animation looks earnest and stiff, and it turns off the kids (lucky for you, Disney has the same problem at the moment). *Sinbad* has a cool story fun voices (Pitt and Zeta-Jones), and some great set pieces, and if you had drawn it like *Aladdin*, you'd be rolling in the dough. But you didn't, and look what it got you. Yes, I could be wrong. However, you were wrong, too, and it cost you more than my being wrong cost me. The DVD comes with commentaries, DVD-ROM games (including a PG-game demo), making-of bits, and Easter eggs.

**Movie Score: \*\*\*\***  
**DVD Extras Score: \*\*\*\***

### TERMINATOR 3: RISE OF THE MACHINES (Arnold Schwarzenegger, Claire Danes)

This *Terminator* installment feels surprisingly small and intimate, and I'll be the first to note that when one spends \$175 million on a film, small and intimate probably aren't the adjectives the filmmakers are aiming for. But what can you do? Even the biggest action scene in the film (involving a crane and several miles of breakable objects) seems contrarily like a miniature. Oddly, it suits the action and the characters well, especially considering what happens to John Connor (Nick Stahl) and his friend Kate (Danes) at the end. And it's a good send-off for Arnold's relationship with the Terminator character. Also, the new *Terminatrix* megahit. The DVD includes cast and director commentary, special-effects features, bloopers and outtakes, and a special intro by Schwarzenegger.

**Movie Score: \*\*\*\***  
**DVD Extras Score: \*\*\*\***

### SPACE GHOST COAST TO COAST: VOLUME ONE (Space Ghost, Zorak)

Oh, God. Words cannot describe how

much I love *Space Ghost Coast to Coast* and not just because of the goofy real-life celebrity interviews, which are, truth be told, the absolute least interesting thing about the show. No, I love it because it provides proof for the old Hanna-Barbera dictum (promulgated in the dark ages of the '60s and '70s) that states if the writing is good enough, no one will notice the crappy animation. And it's true! *Space Ghost*, *Zorak*, and *Moltar* have 10 moves (at most) between them, and yet this show is one of the best animated TV series ever. The writing is just that good. If you don't rush out to get this and subsequent *SGC2C* discs, you can't say you actually love animation. So there. The only extra is a commentary, but it's a pretty good one.

**Movie Score: \*\*\*\*\***  
**DVD Extras Score: \*\*\*\***

### THREE'S COMPANY: SEASON ONE

(John Ritter, Suzanne Somers)  
Like the rest of America, I'm still mourning the death of John Ritter, and frankly, my wife has been yelling at me to get rid of the shrine in the closet. Fortunately, this makes an adequate replacement. The first season of the series, which was actually just a six-episode tryout, features Jack, Chrissy, and Janet (Joyce DeWitt) being all klutzy, airheaded, and sensible, respectively. Are they as good as you remember, presuming you remember that far back? Eh, it's very, very '70s, which is a blessing and a curse. But Ritter is very good at physical comedy, and that's something that lasts. There are no extras.

**Movie Score: \*\*\*\***  
**DVD Extras Score: N/A**

### THE WEST WING: COMPLETE FIRST SEASON (Rob Lowe, Martin Sheen)

I'm of the opinion that showing *The West Wing* to liberals constitutes cruel and unusual punishment because they want a president like Josiah Bartle (Martin Sheen) so damn much that while the show is on, they probably sneak up and lick the TV screen in desire. And man, that's just sad. The first season of *West Wing*, like first seasons of most shows, is still working out the kinks (one of the kinks worked out: Moira Kelly, who was booted at the end of the season), but the show also has most of the elements in place, including creator Aaron Sorkin's patented lightning-fast dialogue, the excellent interplay between the cast, and, of course, the fantasy figure of Bartle. Remember to Windex the television after watching. The DVD set features commentary on selected episodes, a few bloopers and outtakes, some making-of and behind-the-scenes stuff, and deleted scenes.

**Movie Score: \*\*\*\*\***  
**DVD Extras Score: \*\*\*\***



PlayStation 2

get rained at playstation.com

# Xtreme Legends 4

Level 11 Weapons and New Items

Never Before Seen Gameplay

koel  
www.koel.com

25th Anniversary

The KOEL logo is a trademark or a registered trademark of KOEL. Co., Ltd. in Japan, the U.S. and other areas. Xtreme Legends is a trademark of KOEL Co., Ltd. in the U.S. and other countries. ©2004 KOEL Co., Ltd. All rights reserved. "PlayStation" and the "PS2" family logo are registered trademarks of Sony Computer Entertainment Inc.





# SOUND STATION

By John Scalzi

Starring Tony Hawk's Underground



## Bad Religion: *No Control*

This album boasts 15 tracks in 26 minutes and 30 seconds.

Clearly, someone doesn't believe in the power ballad. And yet, in the span of a *SpongeBob* show, you get a nice, fast sing of unadorned California punk stampeding by you, with lyrics about relationships and power and hypocrisy, which would qualify as introspective if they were sung just a tiny bit slower (but then, that's what lyric sheets are for). Bad Religion's been around in one form or another for two decades now, and *No Control* is a prime reason why. It's the punk, the whole punk, and nothing but the punk.

Final Score ★★★★★



## Jane's Addiction: *Strays*

Jane's Addiction's sellout album, in that it plays as a smoother, packaged parody of the earlier, freakier incarnation of the band (it was produced by Bob Ezrin, for God's sake, who fairly defines the phrase "Rock Dinosaur"). And you know what? It's still pretty damn good, because even tamed, the combination of Perry Farrell's adonoidal shriek, Dave Navarro's Wall of God guitars, and Stephen's Percy's tub-thumping skin work just flies right out of your speaker and shakes the back wall. And anyway, if anyone's going to rip off the band that made *Nothing's Shaking*, it might as well be Jane's Addiction.

Final Score ★★★★★



## Queens of the Stone Age: *Songs for the Deaf*

If Queens of the Stone Age accomplishes nothing else, it deserves the thanks of a grateful nation for getting Dave Groh, back on the drum throne on *Deaf*. His drum work is unimpeachable and a pleasure to hear, and it ups the level, of an already fine Queens album to excuse the pun! hard-rock nirvana iron cauldron, however. I think the best (or at least most idiosyncratic) track is the hidden "Mosquito Song," which has hardly any Groh, goodness at all. That's a good thing, incidentally, since it shows that *Deaf* is more than the sum of its stunt casting.

Final Score ★★★★★



## Stiff Little Fingers: *Inflammable Material*

Mmmmm. Now here's a slice of punk history for you. S.L.F. is a 70s punk band from Northern Ireland, and *Inflammable* is saturated with a sense of the pace and the era (which, in case you're ignorant, was a firebox of Catholic versus Protestant fighting). So the songs are actually about something instead of the usual punk lashing out. Listen to "Suspect Device" and "Alternative Jester" and you'll hear a band daring its listeners to be something more than reflexively hateful. And there's good music in the bargain. Come for the punk, stay for the message.

Final Score ★★★★★



## Supernatural: *The Lost Freestyle Files*

The *Lost Freestyle Files* is a collection of really crappy sound recordings of Supernatural dogging other rappers during freestyle battles, interspersed with somewhat less crappy-sounding studio tracks in which Supernatural brags about how cool he is. Inasmuch as I consider freestyle rapping to be the audio equivalent of pro wrestling (i.e., it's supposed to be fake, but you can't help but wonder how much is scripted in advance, and it plays to the lowest common denominator in any event), you can imagine what I think of this.

Final Score ★★







thanks!  
**25th**  
1936-2011 Anniversary

get remixed at [dw4xl.com](http://dw4xl.com)

# Xtreme Legends™

## DYNASTY WARRIORS 4

NOVEMBER 5, 2003

\$29.99 MSRP

DW4  
REMIX!!!

Play DW4XL alone or with DW4, to power up  
the original with new XL features.



Mild Language  
Violence

Each game sold separately. The KOEI logo is a trademark or a registered trademark of KOEI Co., Ltd. in Japan, the U.S. and/or other countries. Dynasty Warriors is a registered trademark and Xtreme Legends is a trademark of KOEI Co., Ltd. in the U.S. and other countries. ©2003 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Remix logo is a trademark of the Interactive Digital Software Association.

3DCGデザイナー募集!!!

募集地: カナダまたは日本 応募方法: [www.koei.co.jp/kml/joboffer](http://www.koei.co.jp/kml/joboffer) をご覧ください。

PlayStation 2





# ANIMANIA!

By Dave Karger

## Satoshi Kon's classic comes home

### Millennial Fair

If you missed the theatrical release of Satoshi Kon's *Millennium Actress* (below), which would be relatively easy to do outside major urban markets, Dreamworks has your back with the new DVD release that's going on sale as you read this. The home-video version of the beautiful time-tripping love story is a little light on the extra features—there's no English voice track for the dub-prefering set—but that shouldn't stop anyone from checking out a superior film.

### Space, 0 Frozen Sea of Stars

If you buy anything in November (since you should have bought *Millennium Actress* in October), make it *Arcadia of My Youth*, AnimEigo's DVD rerelease of the legendary Leiji Matsumoto epic. Two-and-a-half hours of classic space opera chronicle the origin of

space pirate and ultimate human Captain Harlock, with more brilliant moments than we have space to mention here.

### Now Boarding Flight 005

A generation raised on the iniquitous *Dirty Pair Flash* should seek appropriate re-education from ADV's new DVD release of the classic *DP* OVAs and movies. The latest addition to the stack is *Flight 005 Conspiracy*, the darkest and most depressing action-mystery to ever star two bouncy secret agents in hot pants, and it'll be followed in about a month by the also excellent (and ever-so-slightly more upbeat) *Affair on Nolandia*.

### Darkness Comes to Light

It's been a little while since it came and went in Japan, but *Martian Successor Nadesico: The Prince of Darkness* is finally coming out on DVD, thanks to ADV. The movie sequel takes place four years after

the end of the mecha-comedy TV series, and it combines a little dead-serious drama with a lot of bizarre sociological humor surrounding shoujo-versus-shounen conflicts on the planet of the Gekigangeroids. Mix that with a lovely redesign of the 16-year-old Captain Hoshino Ruri and you have a fine follow-up for fans of the TV show.

### What's a "Geneon," Anyway?

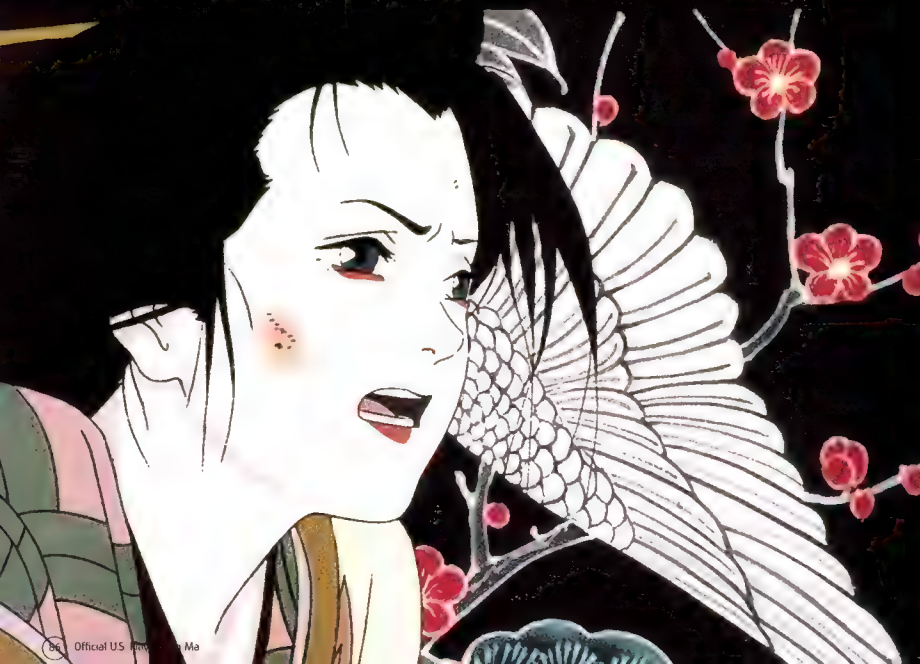
If you see "Geneon Entertainment" on some of your favorite upcoming shows—*Last Exile*, for instance—don't be confused. That's the new name for Pioneer's media publishing label, reflecting the acquisition of Pioneer LDC and Pioneer Entertainment by Japanese corporation Dentsu. You can still find its anime and soundtrack titles on the Web at [geneonanimation.com](http://geneonanimation.com) and [geneonmusic.com](http://geneonmusic.com), and Geneon's U.S. division plans to continue expanding its releases here.

### Hmm? Ninjas!

The movie that introduced many fans to Japanese animation in the '90s, Yoshiaki Kawajiri's *Ninja Scroll* has been the recipient of a fine rerelease by Manga Video. The 10th-anniversary special-edition disc features a remastered widescreen cut of the film with Dolby Digital EX (5.1-channel) and DTS-ES (6.1-channel) soundtracks in both English and Japanese. It's safe to say this movie has never looked or sounded better.

### Ye Not the Guilty, Whoever That Is

Followers of the series' Cartoon Network run need no encouragement, but just about anyone else should seek out the first disc of *Big O Season II* on Dec. 2. Roger the Negotiator and his art-deco Megadeus are wrecking Paradigm City for another 13 episodes on four discs. Fans of modern mecha-action shouldn't miss the show.





BAPTIZED IN  
BLOOD.  
A FAMILY'S  
TRAGIC  
DESTINY  
IS BORN.



At the dawn of the second millennium, the first Belmont makes the ultimate sacrifice. And the destiny of a bloodline is decided. From the creators of Castlevania® Symphony of the Night™ and completely reinvented for its 3D debut on PlayStation®2, Castlevania® Lament of Innocence™ reveals the true origins of the vampire hunting Belmonts and their tireless quest for Vlad Dracula. A thousand years ago, a legend was indeed born. And the dying hasn't stopped since.

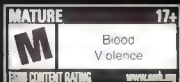


"Specialty classic adventure series looks drop dead gorgeous in 3D and plays brilliantly." - PSM

"The game's story is really magical." - PLAY

"What a great way to feel like a play? Demonic." - EGM

**Castlevania**  
lament of innocence™



PlayStation.2



CASTLEVANIA, Lament of Innocence™ and Symphony of the Night™ are either registered trademarks or trademarks of KONAMI CORPORATION. © 1999 2002 KONAMI & Konami Computer Entertainment, Tokyo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. KONAMI is a registered trademark of KONAMI CORPORATION. All rights reserved.







# P.O.D.



## *Payable on Death*

THE MOST URGENT AND POWERFUL P.O.D. ALBUM YET.

Includes the hit single

*"Will You"*

Produced by Howard Benson and P.O.D.  
Mixed By Rich Costey

IN STORES NOW



For the *FIRST* time ever...

LIMITED EDITION PLAYSTATION<sup>2</sup> PACKAGE  
including an  videogame demo disc,  
developed exclusively for this release!

Plus! - 50 minute feature "Inside P.O.D. Culture"  
- 1 of 3 Limited Edition Art Cards inside  
(A select few have been signed by the band)

PlayStation<sup>2</sup>

Amplitude game and demo  
rated T for Teen.



[www.payableondeath.com](http://www.payableondeath.com) [www.atlantic-records.com](http://www.atlantic-records.com)  
© 2002 Atlantic Recording Corporation. Warner Music Group. An AOL Time Warner Company.





# BY THE NUMBERS

IN ASSOCIATION WITH  
**EBGAMES**  
electronics boutique

## PS2 Top 20 Sales

Ninjas get all the credit, but what about samurai? Well, they don't. Most games released during the month of September 2003 were samurai, ninjas and other neat stuff. Let's give props to the samurai, kay?

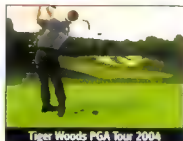


Scooter and Giancarlo both went to UC Berkeley, where the "NFL home team" is the Oakland Raiders. Scooter still roots for Oakland, but Giancarlo's team of choice is now the Chicago Bears.

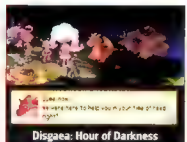
Title/Publisher	Rating
1 Madden NFL 2004 (EA Sports)	★★★★
2 Tiger Woods PGA Tour 2004 (EA Sports)	★★★★
3 Soul Calibur II (Namco)	★★★★
4 ESPN NFL Football [Segal]	★★★★
5 NASCAR Thunder 2004 (EA Sports)	★★★★
6 Disgaea: Hour of Darkness (Atlus)	★★★★
7 NHL 2004 (EA Sports)	★★★★
8 Simpsons Hit & Run (Vivendi Universal)	★★★★
9 SOCOM (game only) (Sony CEA)	★★★★
10 ESPN NHL Hockey (Square Enix U.S.A.)	★★★★
11 Jack/OUTBREAK (Bandai)	★★★★
12 Grand Theft Auto: Vice City (Rockstar)	★★★★
13 NCAA Football 2004 (EA Sports)	★★★★
14 Final Fantasy X (Square Enix U.S.A.)	★★★★
15 DORMAX 2 (Konami)	★★★★
16 Cabela's Deer Hunt 2004 Season (Activision)	★★★
17 Virtua Fighter 4: Evolution (Sega)	★★★★
18 Silent Hill 3 (Konami)	★★★★
19 Tekken 4 (Namco)	★★★★
20 Hitman 2: Silent Assassin (Eidos)	★★★★



Soul Calibur II



Tiger Woods PGA Tour 2004



Disgaea: Hour of Darkness



Jack/OUTBREAK

## PS2 Top 10 Games

Title/Publisher	Rating
1 FF Tactics Advance (Square Enix)	★★★★
2 InuYasha (Bandai)	★★★★
3 Bayblade (Crave)	★★★★
4 Madden NFL 2004 (EA)	★★★★
5 Final Fantasy Origins (Square)	★★★★
6 Namco Museum Vol. 3 (Namco)	★★★★
7 DBZ: Ultimate Battle 22 (Atari)	★★★★
8 Shrek Treasure Hunt (TDK)	★★★★
9 DDR Konami (Konami)	★★★★
10 Street Fighter Alpha 3 (Capcom)	★★★★

## Japan's Top 10 PS2 Games

Title/Publisher	Rating
1 Dynasty Warriors 4XL (Koei)	★★★★
2 Grand Theft Auto III (Capcom)	★★★★
3 Tennis no Oji-Sama 2 (Konami)	★★★★
4 Sunrise World War (Bandai)	★★★★
5 Gundam: Enc in Space (Bandai)	★★★★
6 Drakengard (Square Enix)	★★★★
7 Winning Eleven 7 (Konami)	★★★★
8 Best Play Pro Baseball (Entertainment)	★★★★
9 Dekite Pro Baseball (Sega)	★★★★
10 Dynasty Warriors 4 PP (Koei)	★★★★

## Top 10 Madden NFL 2004 (PS2)

Title/Publisher	Rating
1 Madden NFL 2004 (PS2) (EA)	★★★★
2 Simpsons Hit & Run (PS2) (VUG)	★★★★
3 Soul Calibur II (PS2) (Namco)	★★★★
4 Tiger Woods 2004 (PS2) (EA)	★★★★
5 Soul Calibur II (GC) (Namco)	★★★★
6 NCAA Football 2004 (PS2) (EA)	★★★★
7 Soul Calibur II (XB) (Namco)	★★★★
8 Midnight Club II (PS2) (Rockstar)	★★★★
9 Madden NFL 2004 (XB) (EA)	★★★★
10 Simpsons Hit & Run (XB) (VUG)	★★★★

## Top 10 Sales, All Systems

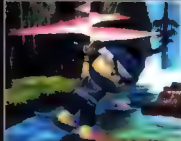
Title/Publisher	Rating
1 FF Tactics Adv. (GBA) (Square Enix)	★★★★
2 Madden NFL 2004 (PS2) (EA)	★★★★
3 ESPN Football (XB) (Sega)	★★★★
4 Tiger Woods 2004 (PS2) (EA)	★★★★
5 Soul Calibur II (GC) (Namco)	★★★★
6 Soul Calibur II (PS2) (Namco)	★★★★
7 SW Jedi Academy (PC) (LucasArts)	★★★★
8 WWE Raw 2 (XB) (YHQ)	★★★★
9 ESPN Football (PS2) (Sega)	★★★★
10 Soul Calibur II (XB) (Namco)	★★★★

## Trend Spotter: Ninjas

Ninjas rock. Stormshadow (from G.I. Joe) once said, "A ninja does not use weapons. A ninja is a weapon!" Then he punched a tank that promptly fell apart. Now, ninjas are all over the place on PS2.



NINJABAT



NINJABAT



NINJABAT



NINJABAT



NINJABAT

## Work up the scrilla!

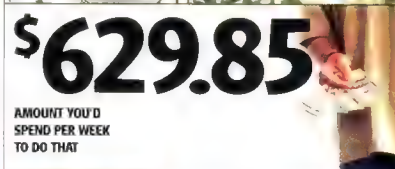
Dang, this is an expensive month to be a PS2 gamer! It sucks to be poor!

**63**

NUMBER OF PS2 GAMES  
SHIPPING IN NOVEMBER 2003



COST TO BUY ALL  
OF THOSE GAMES



AMOUNT YOU'D  
SPEND PER WEEK  
TO DO THAT



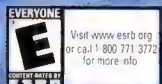
TOTAL AMOUNT YOU'D SPEND IF  
YOU ONLY BOUGHT GAMES WE  
RECOMMEND THIS MONTH

SOURCE: US AND A CALCULATOR



# YOU GOT NOTHING, EVERSON.

Seriously, I can take you. With the IsoMotion feature, I can clear the court and take you one-on-one. My crossover will leave you flat. My defense will leave you helpless. You can't stop me. I'm ballin' 24/7 crushing legends better than you. Let's go, Answer, step up.



PlayStation 2



2K4  
SEGA



nba.com  
ESPNVIDEOGAMES.com









**YOUR LEADERS MAY LIE...**

**SUPPORT  
GOVERNMENT**



**WE ARE HERE TO PROTECT YOU**



# SUPPORT YOUR GOVERNMENT



EXPERIENCE THE NEWEST MASTERPIECE FROM THE VISIONARY MIND OF MICHEL ANCEL.



Violence  
Comic Mischief

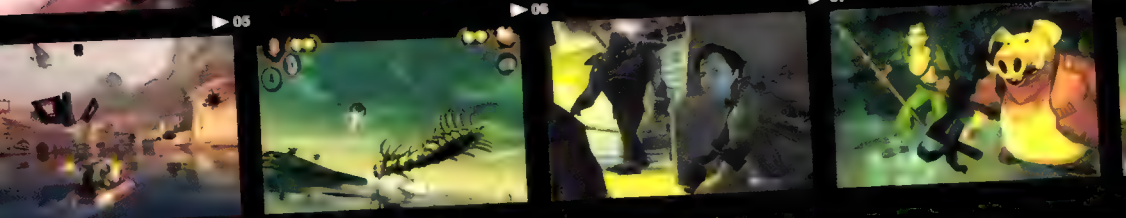


PlayStation.2





...BUT YOU WILL FIGHT  
FOR THE TRUTH.



# BEYOND GOOD & EVIL

EXPOSE THE CONSPIRACY

There's only one way to blow the lid off a government conspiracy: expose the lies. And no one can do it better than Jade, an Action Reporter with an eye for the truth and the heart of a hero. See beyond the propaganda. Discover the secrets of a broken world. Fight to save your people from an Alien threat. But above all, believe in nothing - except yourself.

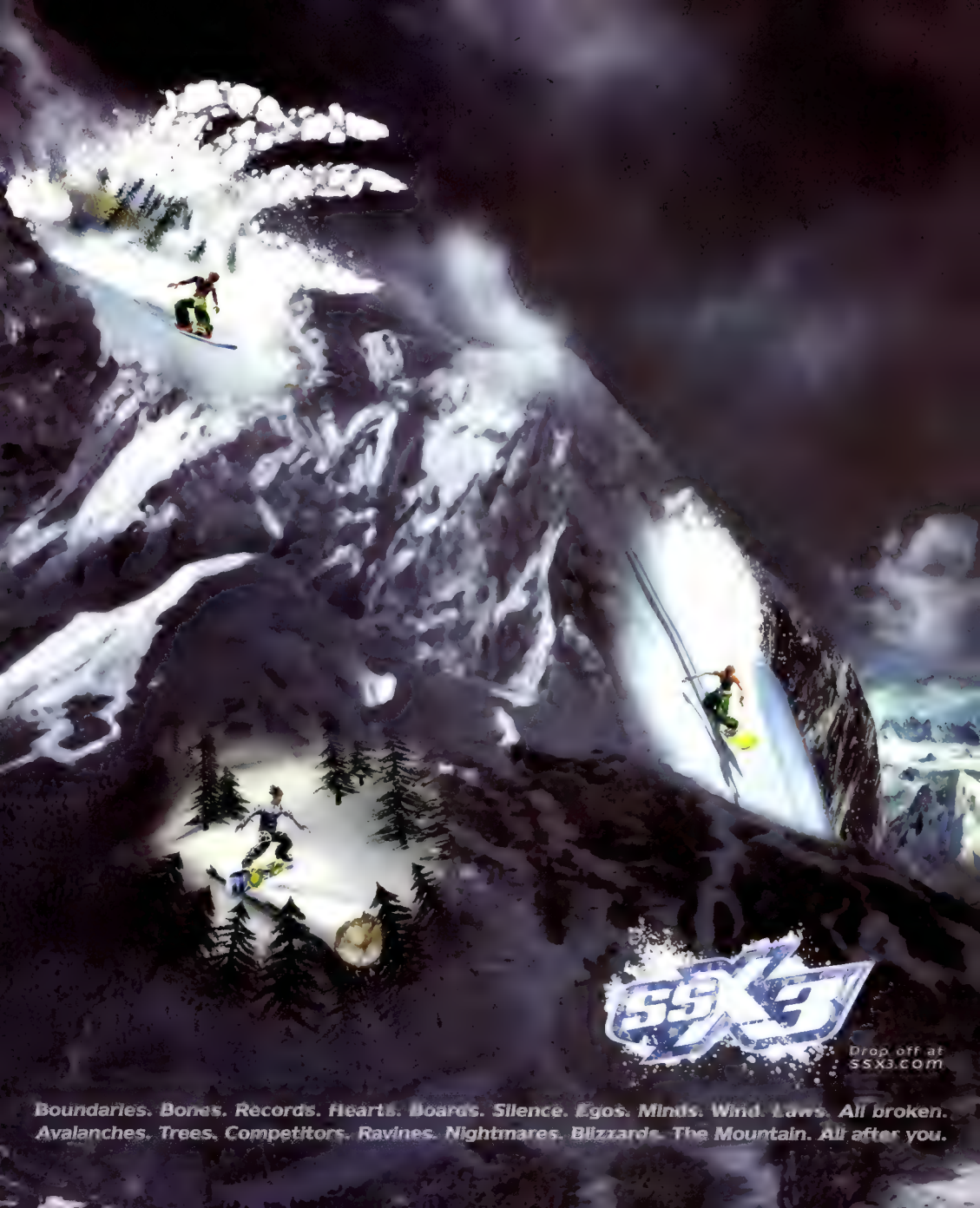


UBISOFT  
[BEYONDGOODEVIL.COM](http://BEYONDGOODEVIL.COM)









**SSX3**

Drop off at  
[SSX3.com](http://SSX3.com)

**Boundaries. Bones. Records. Hearts. Boards. Silence. Egos. Minds. Wind. Laws. All broken.  
Avalanches. Trees. Competitors. Ravines. Nightmares. Blizzards. The Mountain. All after you.**



# PREVIEWS

Gabe Logan's favorite section

## GABE LOGAN

He's not you this time. In *The Omega Strain*, you're an operative for the Agency working under Gabe Logan. He's your boss.

## THIS ISSUE

- 117 Jack//QUARANTINE
- 120 Alias
- 128 Dragon Ball Z: Budokai 2
- 130 ESPN College Hoops
- 136 Final Fantasy XI
- 110 Ford Racing 2
- 114 Frogger's Adventures
- 136 Goblin Commander
- 130 Gran Turismo 4
- 136 Growlanser Generations
- 114 Intellivision Lives!
- 128 The King of Fighters 2000 & 2001
- 124 Legacy of Kain: Blood Reckoning
- 114 Looney Tunes: Back in Action
- 104 Marhunt
- 114 Maximo vs. Army of Zin
- 100 Medal of Honor: Rising Sun
- 103 Metal Gear Solid 3: Snake Eater
- 100 Mission: Impossible—Operation Surma
- 110 NCAA Final Four 2004
- 110 NCAA March Madness 2004
- 108 Need for Speed: Underground
- 112 R-Type Final
- 112 Sonic Heroes
- 100 Spawn: Armageddon
- 100 Super Trucks Racing
- 114 Synchronicity 3
- 100 The Machines
- 100 Tony Hawk's Splinter Cell
- 100 Tony Hawk's Tomorrow
- 100 Tony Hawk's Armada

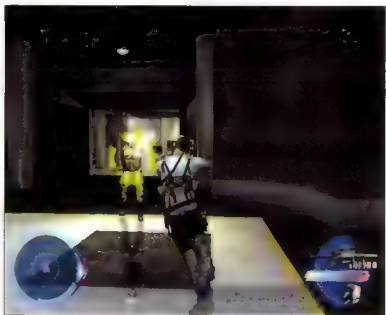
## SYPHON FILTER THE OMEGA STRAIN

### Infecting us with innovative online play

With the last three games having sold about a billion units between them IOK, closer to 3 mill only, it's no surprise that *Syphon Filter* is making the leap to PS2. So far, *The Omega Strain* looks like it'll be worth the wait. The most fascinating feature is the unique cooperative gameplay. Up to four players can team up online, nine of the 17 levels you play by yourself off-line. In fact, you can actually add players to your single-player campaign on the fly. There's a real benefit to having extra help, too. Certain areas are accessible only when two or more players team up—one teammate offers another a boost to a high ledge, for example. You can access some secrets (like weapon upgrades) in this manner—

they'll help personalize your in-game character.

**Publisher:** Sony **EA Developer:** Gray Matter **Release Date:** February







**110  
VROOM!**

Only the most powerful  
of the PlayStation 3



**112  
ZOOM!**

Sonic speeds near to PS3  
Team Up to Sonic Heroes



**114  
SWISH!**

Master of the sword  
The Final Fantasy XIII



### SYPHON WHAT?

Who got filtered?  
So just what the hell does "Syphon  
Filter" mean? Well, nothing really. It's a  
code name for a bioengineered fatal  
virus that can be targeted at  
specific demographics. The Omega  
Strain, then, is a particular variety of  
the Syphon Filter virus. Got it?



### NOW, JUST RELAX

This might hurt a little.  
No, your character in *The Omega Strain*  
isn't studying massage therapy, as with any  
stealth-espionage game, you have a  
multitude of quiet kills at your disposal.



### SPEAK UP

Put that USB headset to use.  
Just like *SOCOM*, *The Omega Strain*  
allows you to chat with others  
online with the USB headset.

### FULL ARSENAL

More than a few weapons available.  
Sony promises more than 100  
weapons that you can access  
throughout the course of the game.

### Hand Scanner



Objective Complete: Data Uploading

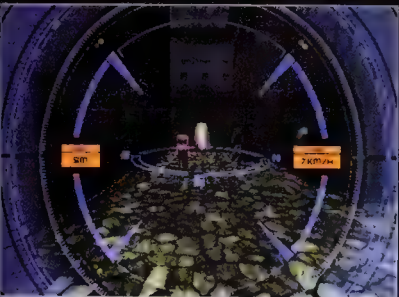




## ALIAS

We love the alternative to radar presented in the stealthy moments of *Alias*. When Sydney tries to pick a lock, the screen splits and shows her working away in one view, while the other screen reveals an incoming guard. This adds an interesting level of visual tension to traditional stealth puzzles. Even better, Sydney (voiced by Jennifer Garner) gets to wear the same hot costumes you see on the show.

**Publisher:** Acclaim **Developer:** Acclaim Studios Cheltenham **Release Date:** December



## MISSION: IMPOSSIBLE—OPERATION SURMA

Want to pilot a tiny, mechanical, insectile spy device armed with a camera and a bomb? Want to swing from the rafters on a super-strong grappling line? Want to swap faces as frequently as most people change their socks? If so, *Operation Surma* is for you. It may not be as true to life as the *Tom Clancy* games, but *Splinter Cell* fans will definitely find plenty to like in *Surma's* stealth-based gameplay.

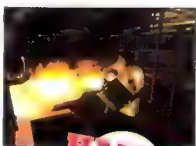
**Publisher:** Atari **Developer:** Paradigm **Release Date:** December

## MEDAL OF HONOR RISING SUN

### A total World War II experience

Actually playing the Pearl Harbor sequence—as opposed to watching it—reconfirms something we've always felt: *Rising Sun* is less of a game and more of an experience. Even without a 5.1 speaker setup and a huge screen, the chaotic crashes of all the Zeros, their bombs, gunfire, and the crazy motion blurring and camera shaking make for an extremely immersive experience. Missions in the Pacific Theater are more challenging, since many of them take place in the jungle. So not only do you have to deal with swaying grass and hills that can easily hide troops, but you also have smarter soldiers to fight against. Camouflaged Japanese troops are craftier (they even pop outta secret holes) and are not afraid to charge and bayonet you.

**Publisher:** EA Games **Developer:** EA Los Angeles **Release Date:** December

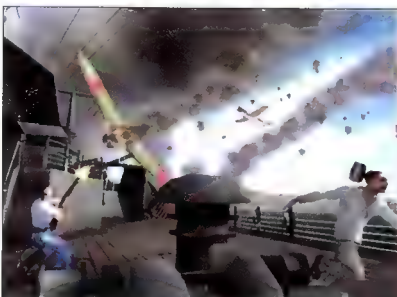


**HANDS ON**



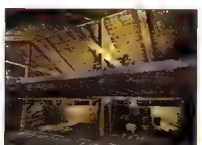
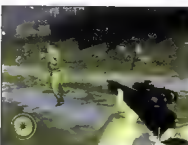
## DAY OF INFAMY

Taking in the sights and sounds. It might play like a mere rail shooter, but the overall package astounds us.



## ONWARD HO!

**Band of brothers**  
Many of the missions involve you and a vehicle buncha other soldiers. Since you're already taking on the Imperial Army with an AI buddy, you might as well load up the co-op mode and play with a real friend. Or you can just play against him in dual-matches online.



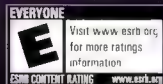


THE THRILL OF SINGING  
MEETS THE AGONY OF DEFEAT.

# Karaoke Revolution

When it comes to singing, you may already be a winner. Find out with the first karaoke video game that actually judges your vocal talents. Karaoke Revolution™ turns you into a star and your PlayStation®2 into an interactive karaoke machine, complete with scoring, training and a built-in audience.

Sing along with 35 hit songs, including chart-toppers popularized by Michelle Branch, R.E.M., Avril Lavigne, Nickelback, Barenaked Ladies and more. It's the ultimate party game with multiplayer for up to 8 of your friends, so step up to the mic and discover how well you carry a tune. And just how much fun agony can be.



PlayStation 2

HARMONIX

KONAMI

[www.konami.com/usa](http://www.konami.com/usa)

© 2003 KONAMI. KONAMI and KARAOKE REVOLUTION™ are either trademarks or registered trademarks of KONAMI CORPORATION. Developed by Harmonix Music Systems. Harmonix is a registered trademark of Harmonix Music Systems, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.



# GET TO KNOW JAK...



Mild Violence  
Comic Mischief  
Mild Language  
Suggestive Themes



PlayStation 2 NAUGHTY DOG

\*"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Jak II is a trademark of Sony Computer Entertainment America Inc. Created and developed by Naughty Dog Inc. © 2003 Sony Computer Entertainment America Inc.



# PREVIEWS

Special Double-Ed  
Strategy Guide

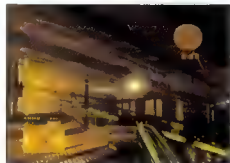
## SPLINTER CELL PANDORA TOMORROW

### Work alone—with the help of others

You are Sam Fisher. You are a splinter cell. You operate at the highest levels of secrecy. You... play well with others?

It sounds wrong, somehow, but teamwork plays a role in the sequel to the game of stealth espionage that rocked our world earlier this year. Although the single-player, lone-wolf campaign remains *Pandora Tomorrow's* main focus, the addition of online play allows multiple players to operate together—in the day-after-tomorrow Clancyverse. Details remain sketchy; we're not sure how many simultaneous players the game supports, nor whether you can play through the main game with the help of others (as in *Syphon Filter: The Omega Strain*). We do know, however, that having other people creeping around with you adds a whole new dimension to the game. And, of course, the differences in the single-player game—most notably the lush, tropical environments you see here—will undoubtedly make *Pandora Tomorrow* a vastly different game from the original.

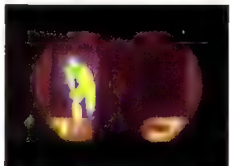
**Publisher:** Ubisoft **Developer:** Ubisoft **Release Date:** N/A



### STEAM HEAT

#### Head for the tropics

The new jungle settings for portions of *Pandora Tomorrow* offer more places to hide—for you and your enemies.





# 500

Approximate population of the endangered American crocodile in North America. Conversely, our continent features around 1.5 million alligators.

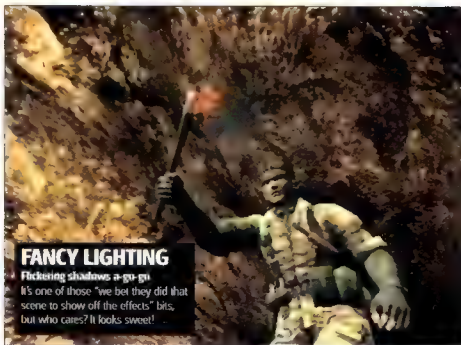
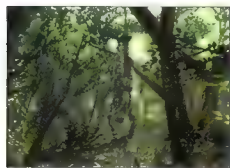
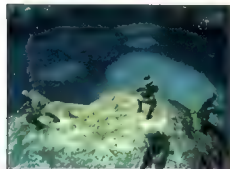
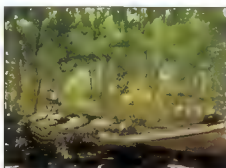
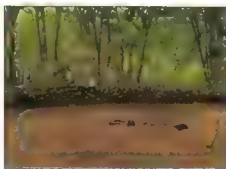


## METAL GEAR SOLID 3 SNAKE EATER

Snakes never tasted so good

There's not much in the way of new for us on Snake Eater, but we do have a tasty bit of new screen shots, fresh from both the Tokyo Game Show and London's ECTS. It looks pretty sweet, huh? Well, there's also a great old wad bug.

Publisher: Konami Developer: Konami Release Date: November

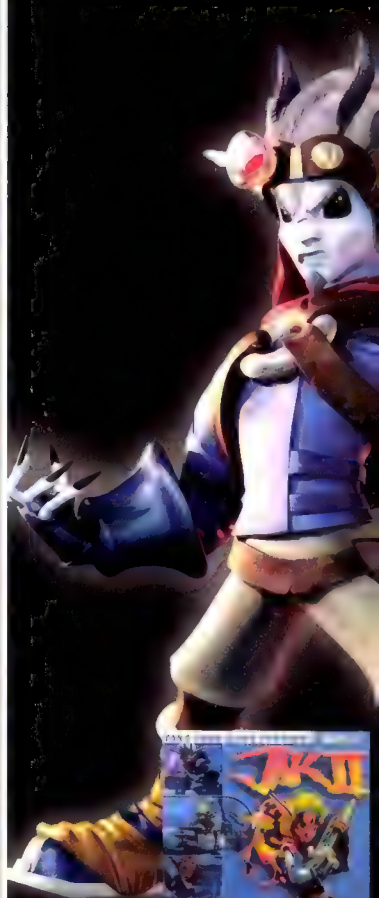


### FANCY LIGHTING

Flicking shadows a-go-go

It's one of those "we bet they did that scene to show off the effects" bits, but who cares? It looks sweet!

# ...LIKE WE KNOW JAK



In a vast world,  
we'll be your guide.

BRADYGAMES  
TAKE YOUR GAME FURTHER





## LEGACY OF KAIN: DEFIANCE

Among the *Legacy of Kain* series' best features has always been the way each game reimagines the world of Nosgoth. *Defiance* is no exception, offering yet another interpretation of the events from the previous games. You'll encounter plenty of familiar faces—Moebius, Vorador, The Elder God, and even Janos Audron (you know, the blue dude with wings) are all expected to make appearances.

**Publisher:** Eden **Developer:** Crystal Dynamics **Release Date:** December



## TRUE CRIME: STREETS OF L.A.

As you may have guessed from his rude interruption of last month's *True Crime* conversation, Snoop Dogg has indeed recorded an original song for Activision's attempt at the *Grand Theft Auto* formula. The soundtrack features a who's who of West Coast rap, from Westside Connection to Young Biltionaires—more than 50 brand-new tracks. If you're into rap, that's a big deal. If not, well...don't those environments look lovely?

**Publisher:** Activision **Developer:** Luxoflux **Release Date:** November



## MANHUNT

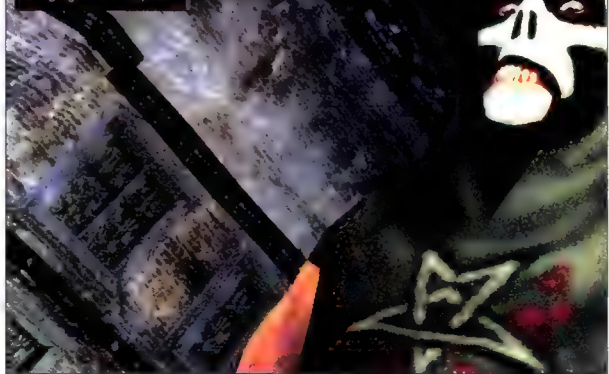
### A most dangerous game

If there's any doubt in your mind that *Manhunt* will be one of the most violent games ever made, just wait till you see the downright squirmy Levels of Execution feature. After holding down Square, three arrows lock on to your victim. The length of time you hold down the button yields one of three execution styles: hasty, violent, or extreme—extreme as in using a glass shard to stab an adversary in the stomach multiple times, followed by several seconds of eye gouging. Yikes. Wanna go extreme with a baseball bat? Prepare for some decapitation. *Manhunt* controls very smoothly, with Square or X as your main attacks (they both perform the same executions in stealth mode, but you'll see different attacks in melee), Triangle to prop up against a wall, and Circle to hide with your inventory. Even with easy controls, the game still makes us a little sick to our stomachs. In a good way?

**Publisher:** Rockstar **Developer:** Rockstar North **Release Date:** November

## FACES OF DEATH

**Snuff film 101:**  
Various cameras bring about lurid viewing angles and blood splatter.



## DOGS OF WAR

**New gang, like we said:**  
Full of re-soldiers, the group known as the Werdegos is definitely the toughest challenge for Cash when you corner in a modern-day snuff-film version of their classic short story "The Most Dangerous Game." Rockstar has even hinted that Cash might not be alone...



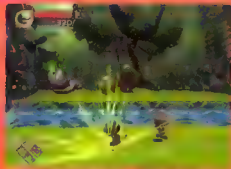


WWW.NAMCO.COM

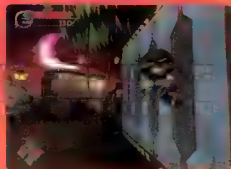
# I-Ninja

NO ONES TALLER THAN  
THE LAST MAN STANDING.

WWW.ININJAGAME.COM



**►** *Journal of Management Education* 34(10):1103-1116



...the ...



© 2004 Blackwell Publishing Ltd  
Journal of Internal Medicine 255: 105–112



1. **Introduction**

Ninja would try.

### Ninja and his missions

the Ninjas from the boys.



Animated Blood  
Violence



PlayStation 2

[illegible]





IN MY QUEST  
FOR REDEMPTION

NOT EVEN MY  
DEATH

I COMMAND THE FORCES OF TIME.

DECEIVED BY A TREACHEROUS VIZIER, I WAS BLED TO UNLEASH THE DARK  
POWERS OF THE SANDS OF TIME UPON THE SULTAN'S KINGDOM. NOW, AS  
DARKNESS CONSUMES ALL IN ITS PATH, MY SPEED, AGILITY, AND SKILL AS A  
WARRIOR ARE NOT ENOUGH. I MUST LEARN TO COMMAND THE SANDS TO SLOW,  
FREEZE, ACCELERATE, AND EVEN REVERSE TIME ITSELF. IF I FAIL TO UNDO MY FATAL  
MISTAKE, ALL SHALL PERISH WITH ME. MINE IS A FIGHT FOR SURVIVAL... NOT GLORY.



Blood  
Violence  
Suggestive Themes



PlayStation 2

GAME BOY ADVANCE

[www.princeofpersiagame.com](http://www.princeofpersiagame.com)





# PRINCE OF PERSIA

## THE SANDS OF TIME™

CAN STOP ME

"MOVING THE ACTION .  
GENRE TO THE NEXT LEVEL™"

—GAME INFORMER



UBISOFT

© 2003 Ubisoft Entertainment. Based on Prince of Persia created by Jordan Mechner. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia The Sands of Time is a trademark of Jordan Mechner used under license by Ubisoft Entertainment. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®. Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

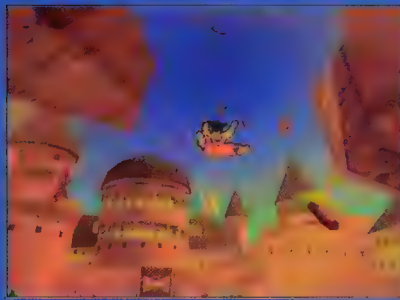




## THE KING OF FIGHTERS 2000 & 2001

Few companies would see it as good marketing to release a game at the end of 2003 that references the years 2000 and 2001 in its title. But SNK knows its fans wouldn't have it any other way. Encompassing two *King of Fighters* games, this compilation offers a ton of classic 2D-fighting action. Highlights include the series' first 3D backgrounds in 2001 and a mode in 2000 that rewards you with footage from old *King* games.

**Publisher:** SNK NeoGeo USA **Developer:** SNK **Release Date:** November



## DRAGON BALL Z: BUDOKAI 2

We've played this game, and we still don't know who the best character is or why they fight. Our lack of *DBZ* knowledge aside, *Budokai 2* feels like a very solid fighter. Our favorite feature (besides turning two fighters into one)? The destructible environment. You can throw someone into a mountain and watch it crumble on him. It makes the fights that much more epic and over-the-top.

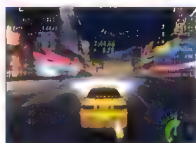
**Publisher:** Atari **Developer:** Demps **Release Date:** December

## NEED FOR SPEED HANDS ON UNDERGROUND

Insert fast, furious reference here

There's a lot to get excited about with *Need for Speed Underground*, and we're not saying that because it graced our cover a few months ago. It's not just that this is the most comprehensive PS2 simulation of the import tuning scene, nor that the graphics are gorgeous and produced with the help of an Oscar-nominated special-effects wiz. It's not just that it boasts every significant aftermarket parts manufacturer and every licensed vehicle you'd want to see in a game. It's not just that you can race online and even compete against players running the PC version of *Underground*. It's all this with a cool attitude (the *Need for Speed* franchise loosens up nicely), great tunes, and controls to die for. Stay tuned for our review next month - if you can wait that long.

**Publisher:** Atari **Developer:** Atari **Release Date:** November



## COOL CRAPPY CARS

Even a Dodge Neon can rock. Turn that feeble domestic three-box sedan into a 300-horsepower monster!



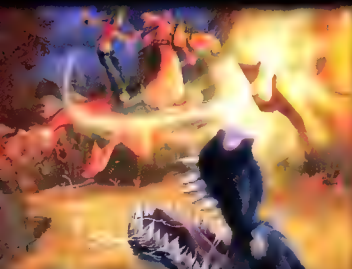


PlayStation 2, Xbox, and PC versions of KICKS YOUR ASS are available only on the PlayStation 2, Xbox, and PC.

# KICKS YOUR ASS



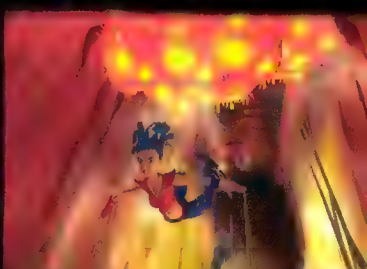
Available Now  
[www.kya-game.com](http://www.kya-game.com)



Fight evil creatures



Master magical powers



Soar to new heights



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info

PlayStation 2



ATARI





# PREVIEWS

One more  
year, one  
chance

# 55%

It's the percentage of cars in the world that your Model T took—a record that has never been beaten

## FORD RACING 2

**Publisher:** Atari  
**Developer:** Atari  
**Release Date:** February  
Current frontrunner for Least Asked For Sequel of the Year, *Ford Racing 2* (at least seems like a decent racer, including

over the decades.

## WORLD OF OUTLAWS

**Publisher:** Atari  
**Developer:** Atari  
**Release Date:** February  
You know you've always wanted to slip into a Cal, Van, or Tatra semi truck as a guy with a name like Harri Luostarinen. Gerd

Well, now you can.

## WINNING ELEVEN 7

**Publisher:** Konami  
**Developer:** Konami CE Tokyo  
**Release Date:** February  
The best soccer game ever

graphics, more teams (now nearly 100), and six new stadiums. Too bad it won't be online.

## ESPN COLLEGE HOOPS

**Publisher:** Sega  
**Developer:** Kush Games/K  
**Release Date:** November  
Sega's ESPN-ification of sports titles continues with this fine game of NCAA B-ball. *Hoops* adds a solid dose of school spirit to an enhanced NBA 2K2 engine.

## NCAA FINAL FOUR 2004

**Publisher:** Sony CEA  
**Developer:** 989 Sports  
**Release Date:** November  
'989 has totally redone the *Final Four* graphics engine. It's a great online mode rounds out the package.

## PLAY DYNASTY 30

**Publisher:** EA Sports  
**Developer:** EA  
**Release Date:** February  
Play *Dynasty* mode for 30 seasons as your favorite (or more than 30) schools (150 more than 2003), and hear Dick Vitale call every single game.



# GRAN TURISMO 4

## It's time to get really old school

When we heard that *Gran Turismo 4* will focus on the history of the automobile, we joked that we'd end up racing Ford Model T's around modern courses. So, imagine our surprise at *GT* creator Kazunori Yamauchi's comments on what *GT4*'s oldest car would be: "Our intention is to represent the entire history of cars, so we hope to include the first cars ever made." This is just one example of the neat features that might—*might*—make it into the final game. Yamauchi confesses a desire to include some fantasy rides, for example, from autos that he designed (somewhat likely) to hidden cars from *Motor Toon GP*, Polyphony's cartoony PS1 racing game (less likely). There is also talk of circumventing the no-damage restriction by showing vehicles driving off cliffs (on the Grand Canyon track, for example), but not actually suffering damage. Right now, this is all just talk; expect more concrete info soon.

**Publisher:** Sony **Developer:** Polyphony Digital **Release Date:** GT4 at some point



**TIGHT!**  
Prepare to race in close quarters. The new, more responsive physics engine in *GT4* allows for much narrower courses.



**SOUND OFF**  
Voiced by master technicians, *GT4* is rumored to include team-built V10 cars. That's five hundred cars. And each one had to be painstakingly modeled, from basic appearance to truly hardcore elements. The team even recorded the sounds of the engine and the exhaust at different RPMs.



**DRIVE LIKE CRAZY**  
A *Gran Turismo* game is never complete unless Polyphony went back to the drawing board to revamp the *GT* physics engine. It asked Logitech to design a more realistic Driving Force wheel. Enter the Driving Force Pro, with a full 900 degrees of motion (same as your car) and a slick shift. It rocks.





# FREEDOM WILL ENDURE



## CONFLICT:

# DESERT STORM II

### BACK TO BAGHDAD

## IN STORES NOW



**COMMAND FOUR ELITE UNITS FROM  
THE US DELTA FORCE OR BRITISH SAS,  
EACH WITH UNIQUE SKILLS AND ARSENALS.**



**MULTIPLAYER ACTION ALLOWS UP TO FOUR  
PLAYERS TO JOIN IN THE BATTLE FOR FREEDOM!**



**TEN VARIED LEVELS OF GULF WAR  
ACTION WILL TAKE YOU FROM STEALTHY  
P.O.W. BREAKOUTS TO ALL OUT TANK BATTLES!**



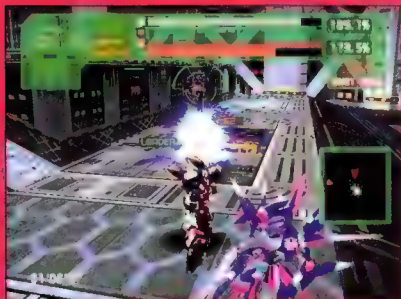
PlayStation 2



Violence  
Blood

Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. ©2003 Take-Two Interactive, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. ©2003 SCI Games Limited. All rights reserved. Conflict: Desert Storm II is a trademark of SCI Games Ltd. SCI Games Ltd. is a subsidiary of SCI Entertainment Group Plc. Developed by Pivotal Games Limited.





## VIRTUAL ON: MARZ

Fans of Sega's giant-robot fighting-game series will notice some interesting new features in *Virtual On: Marz*. The game not only offers more virtuaroids waging battle at a single time (usually two or three), but it also has a full story mode that sheds some light on the conflict between the robot clans. There's even a Challenge mode, if you feel like testing your *Virtual On* skills in different situations.

**Publisher:** Sega **Developer:** Himekai **Release Date:** Fall



## K-TYPE FINAL

The old-school R-Type and with its best graphics ever. The various alien weirdies and their weapons serve as great eye candy, but the biggest feature has to be the 102 ships! You begin with a choice of a puny three, each with

**Publisher:** Eidos **Developer:** REM **Release Date:** January

# SONIC HEROES

## Team up with Sega's blue boy

It's about freakin' time, huh? After nearly two years of developing games for other companies' systems, Sega is finally releasing a Sonic title on PS2. But *Sonic Heroes* isn't your typical platformer.

For this game, Yuji Naka and Sonic Team have given the franchise its biggest face-lift since the first *Sonic Adventure* on Dreamcast. The series' trademark lightning-quick gameplay returns, and this time includes a new teamwork element. Choose from five three-critter squads, each embarks on its own 14-level adventure en route to thwarting Dr. Eggman and his nefarious Metal Sonic. You literally control the whole team yourself, switching between characters on the fly. For instance, an obstacle confronting Team Sonic might require Knuckles' raw power to pass, then, another situation might require Tails' ability to fly or Sonic's blazing speed. Fun stuff.

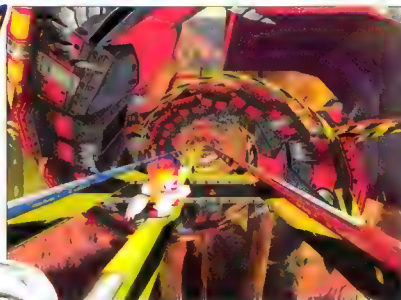
**Publisher:** Sega **Developer:** Sonic Team **Release Date:** January



## UP UP AND AWAY!

Tails takes off

When a big gap comes along, call upon the Ruffball who can fly to help you progress through the level.



## WHO'S YOUR TEAM?

When you get them in character from Team Sonic, Super Knuckles, Jet Team Chaotix, Espio the Chameleon, Vector the Crocodile, Charmy the Bee

**Team Sonic:** Amy Rose, Big the Cat, Cream the Rabbit, Radical, Spunky, Bunnie, etc.



# from conception to reality

"GBA eat your heart out."  
Official XBOX Magazine July, 2003

## introducing z o d i a c™

Witness the birth of true mobile entertainment gear.

It's freedom to go, do and play when you want — where you want.



Tony Hawk's Pro Skater® 4  
enhanced especially for Zodiac.

ACTIVISION



POWERED

Get console-quality gaming with analog controller,  
integrated triggers and action button array.

Play wirelessly with up to 8 players using built-in Bluetooth™.

Listen to MP3s on stereo speakers or included earbuds.

Watch videos and view your photo library on the big,  
high-res, backlit color display.

Manage your calendar and contacts. Create Microsoft®  
Word-compatible documents.

Choose from more than 19,000 Palm OS® applications.

Order your Zodiac today! Go to [www.tapwave.com](http://www.tapwave.com)

tapwave®

go. do. play.

Copyright ©2003 Tapwave, Inc. All rights reserved. Tapwave, the stylized tapwave logo, Zodiac, and 'go. do. play' are trademarks of Tapwave, Inc. in the United States and/or other countries. Palm Powered® and Palm OS® are trademarks of PalmSource Inc. Microsoft is a registered trademark of Microsoft, Inc. Tony Hawk's Pro Skater 4 ©1999-2003 Activision, Inc. and its affiliates. All rights reserved. Activision and Pro Skater are registered trademarks of Activision, Inc., and its affiliates. Tapwave uses the Bluetooth trademark under express license from the Bluetooth SIG, Inc.



# PREVIEWS

Maximo is  
basically just  
like Frogger

**LEADERSHIP** Arnold isn't the first gubernatorial candidate to star in a game. Gary Coleman is in the awful *Postal 2* (PC).

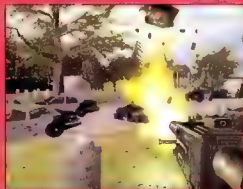
**SPAWN: THE VIDEO GAME**  
Publisher: Midway  
Developer: Neversoft  
Release Date: November

Here, you see Spawn snatching up a demon with his chains. You don't see him spilling its guts everywhere a second later. Would you expect anything less?



**TERMINATOR 3: RISE OF THE MACHINES**  
Publisher: Atari  
Developer: Buck Up!

Release Date: November  
Adapting the movie (it's named for to first-person-shooter form, T3 is the first game ever to feature Arnold's likeness and voice.



**FROGGER'S ADVENTURES: THE RESCUE**  
Publisher: Konami

Developer: Konami CE Hawaii  
Release Date: November  
Konami takes the original green gaming icon back to his routes with a jump-o-rific game for the young uns. Four can play in multiplayer.



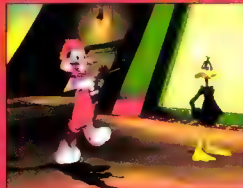
**HALL'S ANTIQUE GAMING ANTHOLOGY**  
Publisher: Ocean  
Release Date: December

Enter Hal's Pizza (right) to play more than 60 early-'80s Intellivision games. Like *Activision Anthology*, this collection features unreleased titles and, better yet, commercials.



**LOONEY TUNES: BACK IN ACTION**  
Publisher: EA Games

Developer: Warner  
Release Date: November  
Switch between both Bugs and Daffy in a game that keeps in mind much of what makes the characters so popular...crossdressing included.



**WUMPLASH**

Publisher: Hudson  
Developer: Crystal Dynamics  
Release Date: November  
We've played it. We like it. We want more of that crazy weasel Spanx and the bunny Redmond, whom Spanx flails around as a weapon. We review it next month.



## HEAVY METAL

That's the Army of Zin for you.

Most of the enemies Maximo fights are robots powered from within by a glowing life force.

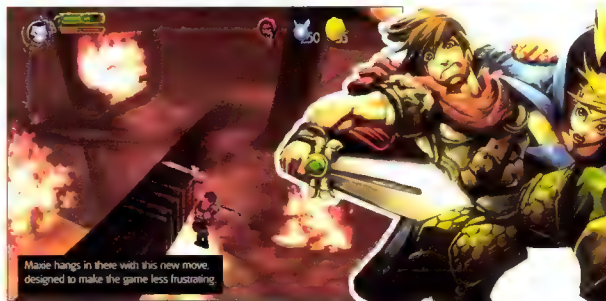
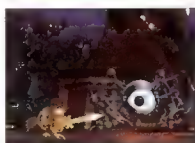
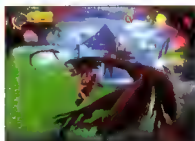
**HANDS ON**

## MAXIMO VS. ARMY OF ZIN

### Keeping the good, fixing the bad

You might remember our mixed feelings about *Maximo: Ghosts to Glory*. On one hand, you had a great character starring in a beautiful game with solid 3D action; on the other, you had insane difficulty in which only the most hardcore of hardcore gamers finds any pleasure. For *Army of Zin*, expect everything you liked about the original to remain as solid as ever (the heroic act of saving townsfolk has been implemented, along with several new moves). Capcom has also done its best to keep things challenging, though not nearly as frustratingly hard as the previous game: you won't fall to your death nearly as often, for instance; you also get to keep everything you buy for the duration of a game. And yes, this includes specially powered boxes.

Publisher: Capcom Developer: Capcom Release Date: January



Made hangs in there with this new move, designed to make the game less frustrating.

## "MY HERO!"

Save the damsel... get a B! somewhere! One key new gameplay element is recurring dreams as dreams, which always results in them returning the favor. (We set out that issue!) Get your fair share of apes, armor boosts, and power-ups.



## COMIC RELIEF

A little suggested reading: When you're not playing *Army of Zin*, this January you might wanna set some aside for the first issue of Dreamweaver's monthly *Maximo* comic book. Look for the Alan Wang art you see above on the debut cover.



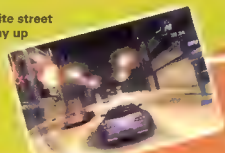
## THE GAME



If you ever long to enter the world of urban street racing and all its grit and glory, then the latest title in the Need for Speed series: Need for Speed Underground is just what you call for. Take on today's most popular tuner cars as you build the ultimate street machine by earning cash to pay for custom body kits and a host of car performance mods.

A number of diverse events set in rough, wet and sometimes nighttime settings make up the heart of street competition. You become a complete street racer only by perfecting skills in each event by means of nailing the perfect shift in drag racing and by putting your street cred on the line, racing through the city streets at all hours of the night.

Prove you belong in the elite street racing circles, work your way up the underground rankings and take on the best of the best in each discipline.



**BREAK OUT OF**

The logo for Nestle Butterfinger. The word "Nestle" is in a small, blue, serif font at the top left. Below it, the word "Butterfinger" is written in a large, blue, stylized font. The "Butter" part is on the left and the "finger" part is on the right. Two Butterfinger candy bars are positioned in the center, one slightly behind the other, showing their characteristic ridged texture and brown coating. The background is a bright yellow with a subtle, wavy pattern.



# THE ORDINARY



These codes are entered on the Select Teams screen. Press the button beside the USER prompt on your choose sides controller option, and use your controller to enter one of the following user names to unlock visual cheats:

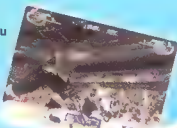
**herk: (Player Head Mode)** You can make the head size big or small.

ingy: (Team Head Mode) You can make the entire team's heads big or small.

**211s: (Puck Size)**  
You can make the puck size big or small.

**sasg:** (Puck Shadow)  
You can choose to put a shadow around the puck to make it more visible in the game.

**carb: (Puck  
Glow)**  
Every time you  
hit the puck,  
the puck will  
have a  
glowing trail  
mark on the  
end of it.



**Unlock More Boards**

At the main menu press Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down. The game will say "You got all the boards... Or did you?"

### Clear All Gaps

At the main menu press R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2. The game will say "Wakeboarding Royalty."

### Unlock All Levels

At the main menu press Square (4), Circle (4), Triangle (4), Square, Circle, Triangle. The game will say "Travel Visa Approved."

[illegible]





## FINAL FANTASY XI

This month's *Final Fantasy XI* topic: transportation. As in previous *FF* games, you get the ability to range farther afield only with experience. In *FFXI*, you gain access to chocobos at level 20; once you earn a chocobo license, you can travel much faster, and enemies ignore you while you ride. Other transports include ferries and the inevitable airship—which you can use only at very high levels.

Publisher: Sony CEA Developer: Square Enix USA Release Date: March



## GOBLIN COMMANDER: UNLEASH THE HORDE

Emphasizing tactics over economy (and silly name over good name), *Goblin Commander* is a real-time strategy that lets players focus on...well, goblin commanding (and conquering). You directly control units and lead the charge using character classes like the massive Titan (the *OPM* favorite), or order their minions to lead it for you.

Publisher: Jaleco Developer: Jaleco Release Date: December

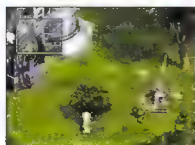
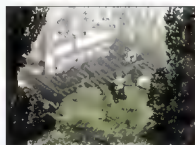
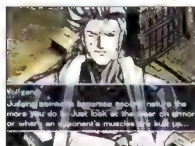
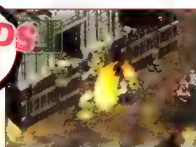
# GROWLANSER

**HANDS  
ON**

## Working Designs 'answers the call

Working Designs may not have published anything in ages, but this upcoming collection of *Growlanser II* and *III* makes a strong bid to move the company back up the RPG heap. These are some fine strategy games that might never have seen the light of day outside Japan, if not for WD. If nothing else, the *Growlanser* games are novel simply for their strategy-style gameplay without the use of isometric grids. You can move wherever you want on the battle field while keeping an eye on the relative position of friends and foes through a radar in the upper right. Other cool touches include the ability to define the hero's personality through dialogue options, full-screen character portraits, and dynamic, event-filled encounters.

Publisher: Working Designs Developer: GreenSoft Release Date: Early 2004



## THE DYNAMICS OF AN ENCOUNTER

*Swinging on around battle*

Battles in the *Growlanser* games always seem straightforward at first, but they tend to go awry before too long. Here (left), early in *Growlanser II*, you enter a run to investigate a recent monster infestation when a couple of thugs confront you. But that's before this guy starts closing the walls in...and right after that (right), one of your inept advisors comes onto the scene—so you've gotta escort him to safety while you're racing the clock to escape the narrowing corridor. And this is one of *Growlanser II*'s simpler situations!





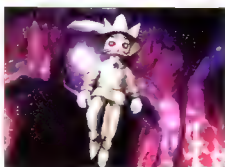
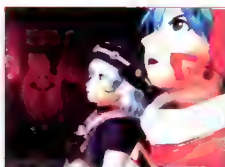
**IF YOU LIKE THE .hack// ANIME...**

Try *Altoir*, a stylish online starring two young female warriors.  
It was created by some of the same team behind *Final*.



## ROSY OUTLOOK

*BlackRose* can be a handful. But her heart is in the right place, as she helps Kite unravel the mysteries surrounding The World.



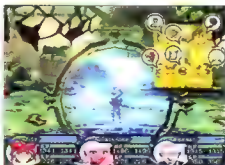
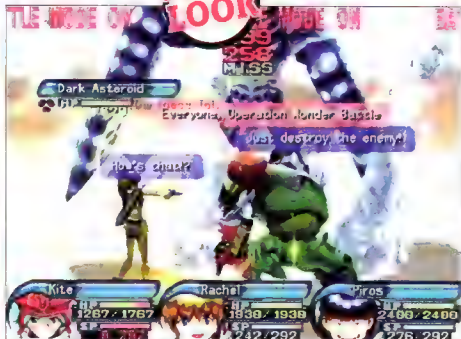
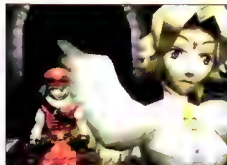
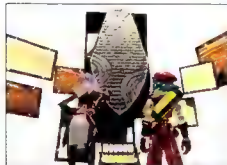
# .hack//QUARANTINE

## Time to save The World

Fans have devoted months of time to the *.hack* phenomenon, and the four-part simulated massively multiplayer online RPG—which, as you likely already read, knows neither massively multiplayer nor online—is soon to conclude. So what's new with *Quarantine*? Not a whole lot—it's basically more of the same stuff you've grown to love over the past three installments, kicked up to the highest (and most challenging) level yet. That means you'll have to employ all the most advanced combat strategies, both for yourself and your party members. Be sure to take advantage of the new weaponry and new chat functions, both of which will be essential for survival. It's gonna get rough, but that's what it takes to save the world—both offline and online.

So, what to do while you're waiting for this February release? Have you tried raising all the grundy types? Or winning all the grundy races? Exploring all the hidden dungeons? Have you run into all the character cameos from the *.hack* anime? In any case, don't forget to keep your save files from part 3, so you're prepared for the mayhem that'll ensue.

**Publisher:** Bandai **Developer:** Type-Connect **Release Date:** February 2003



✓ **LANCER**



✓ **LAVA GUN**



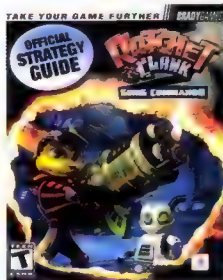
✓ **PLASMA STORM**



✓ **GRAVITY BOMB**



✓ **RYNO II**



✓ **YOUR ULTIMATE WEAPON**

Official Strategy Guide from BradyGames

Mild Violence

BRADYGAMES  
TAKE YOUR GAME FURTHER

PlayStation 2

DS

Ratchet & Clank is a trademark of Sony Computer Entertainment Inc. America Inc. Developed by Insomniac Games. © 2003 Sony Computer Entertainment Inc. PlayStation 2 and the PS Family logo are registered trademarks of Sony Corp. All rights reserved.

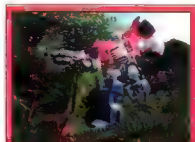
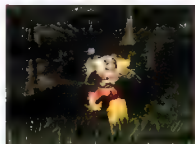
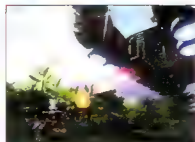
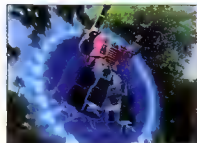




We like what meets our eye

We all know the Transformers are more than meets the eye—if the Transformers game fits that description as well, then we're in for a big treat with *Prelude to Energon*. Just look at these shots. Sure, the game is based on the new *Armada* style (Mini-Con enhancements and all), but Melbourne House assures us the abysmal Cartoon Network TV show...is just a starting point. Optimus and the boys have much more in common with the Dreamwave comic series. Play as three different Autobots and transform whenever you feel like it en route to thwarting the Decepticons.

**Publisher:** Atari **Developer:** Melbourne House **Release Date:** Spring



4

As a result, you can be sure that your business is in good hands. And, with the help of our experienced team, you can be sure that your business is in good hands.

**The latest on what's coming out and when, too, plus mid-1990s releases! Remember, no release date is ever final!**

100

1949-1950  
 1950-1951  
 1951-1952  
 1952-1953  
 1953-1954  
 1954-1955  
 1955-1956  
 1956-1957  
 1957-1958  
 1958-1959  
 1959-1960  
 1960-1961  
 1961-1962  
 1962-1963  
 1963-1964  
 1964-1965  
 1965-1966  
 1966-1967  
 1967-1968  
 1968-1969  
 1969-1970  
 1970-1971  
 1971-1972  
 1972-1973  
 1973-1974  
 1974-1975  
 1975-1976  
 1976-1977  
 1977-1978  
 1978-1979  
 1979-1980  
 1980-1981  
 1981-1982  
 1982-1983  
 1983-1984  
 1984-1985  
 1985-1986  
 1986-1987  
 1987-1988  
 1988-1989  
 1989-1990  
 1990-1991  
 1991-1992  
 1992-1993  
 1993-1994  
 1994-1995  
 1995-1996  
 1996-1997  
 1997-1998  
 1998-1999  
 1999-2000  
 2000-2001  
 2001-2002  
 2002-2003  
 2003-2004  
 2004-2005  
 2005-2006  
 2006-2007  
 2007-2008  
 2008-2009  
 2009-2010  
 2010-2011  
 2011-2012  
 2012-2013  
 2013-2014  
 2014-2015  
 2015-2016  
 2016-2017  
 2017-2018  
 2018-2019  
 2019-2020  
 2020-2021  
 2021-2022  
 2022-2023  
 2023-2024  
 2024-2025  
 2025-2026  
 2026-2027  
 2027-2028  
 2028-2029  
 2029-2030  
 2030-2031  
 2031-2032  
 2032-2033  
 2033-2034  
 2034-2035  
 2035-2036  
 2036-2037  
 2037-2038  
 2038-2039  
 2039-2040  
 2040-2041  
 2041-2042  
 2042-2043  
 2043-2044  
 2044-2045  
 2045-2046  
 2046-2047  
 2047-2048  
 2048-2049  
 2049-2050  
 2050-2051  
 2051-2052  
 2052-2053  
 2053-2054  
 2054-2055  
 2055-2056  
 2056-2057  
 2057-2058  
 2058-2059  
 2059-2060  
 2060-2061  
 2061-2062  
 2062-2063  
 2063-2064  
 2064-2065  
 2065-2066  
 2066-2067  
 2067-2068  
 2068-2069  
 2069-2070  
 2070-2071  
 2071-2072  
 2072-2073  
 2073-2074  
 2074-2075  
 2075-2076  
 2076-2077  
 2077-2078  
 2078-2079  
 2079-2080  
 2080-2081  
 2081-2082  
 2082-2083  
 2083-2084  
 2084-2085  
 2085-2086  
 2086-2087  
 2087-2088  
 2088-2089  
 2089-2090  
 2090-2091  
 2091-2092  
 2092-2093  
 2093-2094  
 2094-2095  
 2095-2096  
 2096-2097  
 2097-2098  
 2098-2099  
 2099-2100  
 2100-2101  
 2101-2102  
 2102-2103  
 2103-2104  
 2104-2105  
 2105-2106  
 2106-2107  
 2107-2108  
 2108-2109  
 2109-2110  
 2110-2111  
 2111-2112  
 2112-2113  
 2113-2114  
 2114-2115  
 2115-2116  
 2116-2117  
 2117-2118  
 2118-2119  
 2119-2120  
 2120-2121  
 2121-2122  
 2122-2123  
 2123-2124  
 2124-2125  
 2125-2126  
 2126-2127  
 2127-2128  
 2128-2129  
 2129-2130  
 2130-2131  
 2131-2132  
 2132-2133  
 2133-2134  
 2134-2135  
 2135-2136  
 2136-2137  
 2137-2138  
 2138-2139  
 2139-2140  
 2140-2141  
 2141-2142  
 2142-2143  
 2143-2144  
 2144-2145  
 2145-2146  
 2146-2147  
 2147-2148  
 2148-2149  
 2149-2150  
 2150-2151  
 2151-2152  
 2152-2153  
 2153-2154  
 2154-2155  
 2155-2156  
 2156-2157  
 2157-2158  
 2158-2159  
 2159-2160  
 2160-2161  
 2161-2162  
 2162-2163  
 2163-2164  
 2164-2165  
 2165-2166  
 2166-2167  
 2167-2168  
 2168-2169  
 2169-2170  
 2170-2171  
 2171-2172  
 2172-2173  
 2173-2174  
 2174-2175  
 2175-2176  
 2176-2177  
 2177-2178  
 2178-2179  
 2179-2180  
 2180-2181  
 2181-2182  
 2182-2183  
 2183-2184  
 2184-2185  
 2185-2186  
 2186-2187  
 2187-2188  
 2188-2189  
 2189-2190  
 2190-2191  
 2191-2192  
 2192-2193  
 2193-2194  
 2194-2195  
 2195-2196  
 2196-2197  
 2197-2198  
 2198-2199  
 2199-2200  
 2200-2201  
 2201-2202  
 2202-2203  
 2203-2204  
 2204-2205  
 2205-2206  
 2206-2207  
 2207-2208  
 2208-2209  
 2209-2210  
 2210-2211  
 2211-2212  
 2212-2213  
 2213-2214  
 2214-2215  
 2215-2216  
 2216-2217  
 2217-2218  
 2218-2219  
 2219-2220  
 2220-2221  
 2221-2222  
 2222-2223  
 2223-2224  
 2224-2225  
 2225-2226  
 2226-2227  
 2227-2228  
 2228-2229  
 2229-2230  
 2230-2231  
 2231-2232  
 2232-2233  
 2233-2234  
 2234-2235  
 2235-2236  
 2236-2237  
 2237-2238  
 2238-2239  
 2239-2240  
 2240-2241  
 224



### Myo: Back Limbs



**T. Clancy's Ghost Recen: Inside Storm**

1000

[illegible]



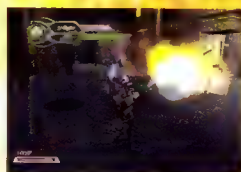
namco

WWW.NAMCO.COM

# SPAWN

## ARMAGEDDON

When you're caught between Heaven and Hell  
make them both suffer



MATURE 17+

**M**

CONTENT RATED BY ESRB

Blood and Gore  
Intense Violence  
Strong Language



PlayStation 2

TODD MCFARLANE  
PRODUCTIONS

WWW.SPAWN.COM

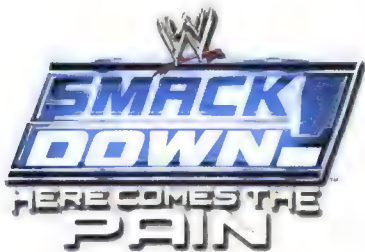


SEASON MODE, CHECK.

## LEGENDS, CHECK.

ELIMINATION CHAMBER, CHECK.

BRA & PANTY MATCH, HELL YEAH.



PlayStation.2



The names of All World Wrestling Entertainment™, its shows and live programming, talent names, logos, characters, moves and All World Wrestling Entertainment™ shows are trademarks of All World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment Inc. All Rights Reserved. Name and Screenplay © 2003 All World Wrestling Entertainment Inc. All Rights Reserved. All World Wrestling Entertainment, Inc. is an exclusive licensee by THQ, JAKKS Pacific, Inc., JAKKS Pacific, Inc. and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. All other trademarks and registered trademarks are the property of their respective owners. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and registered trademarks are the property of their respective owners.

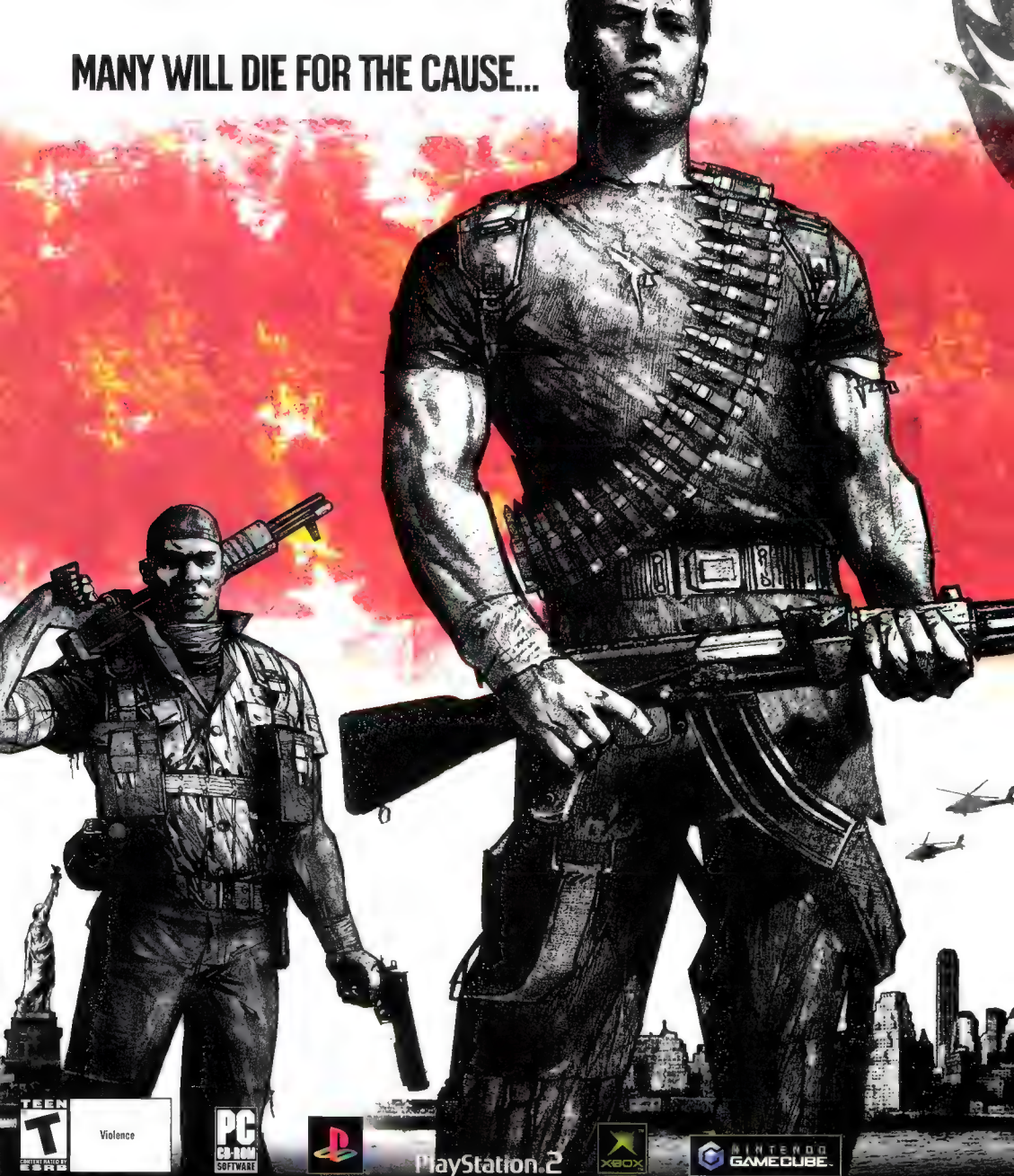








MANY WILL DIE FOR THE CAUSE...



Violence



PlayStation 2



© 2003 IO Interactive A/S. All rights reserved. Co-published and distributed by IO Interactive A/S and Electronic Arts Inc. Freedom Fighters is a trademark of IO Interactive A/S. EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or in other countries. TM, ® and the Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. Microsoft, Xbox and the Xbox Logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.



# RECRUIT ACCORDINGLY.

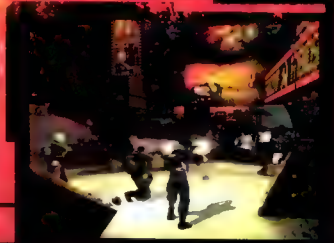
## RECRUIT THEM. TRAIN THEM. LEAD THEM TO VICTORY.

In our nation's darkest hour, true Americans cry out for a hero to free a war-torn Manhattan from invading forces. Rise through the ranks of the resistance and recruit an army of Freedom Fighters to take the war to the streets. They've taken away our freedom. Now it's time to take it back.

★ A unique "Recruit and Command" system lets you lead up to 12 urban guerillas

★ Wield an arsenal of weapons and other tools of the revolution

★ Intense 3rd-person action on the streets of New York ★ 4 player split-screen mayhem



FROM THE MAKERS OF  
**HITMAN 2**

# FREEDOM FIGHTERS

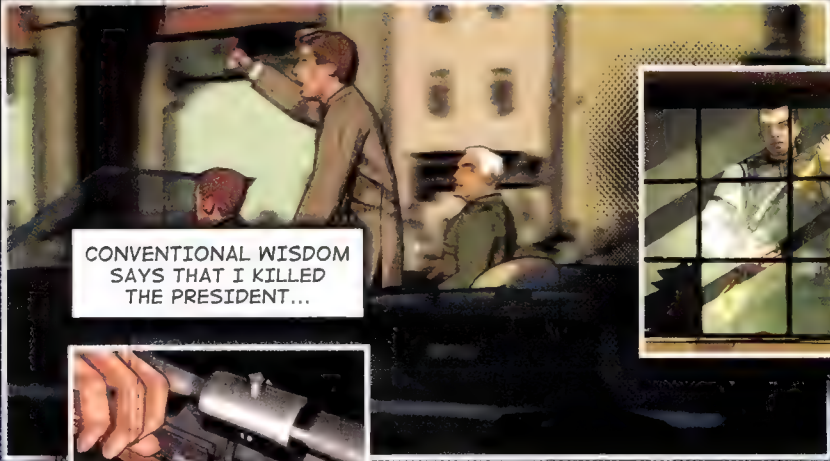


io-Interactive

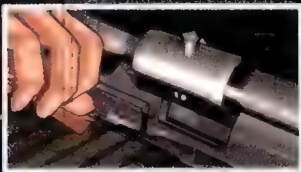
[www.freedomfighters.ea.com](http://www.freedomfighters.ea.com)

Challenge Everything





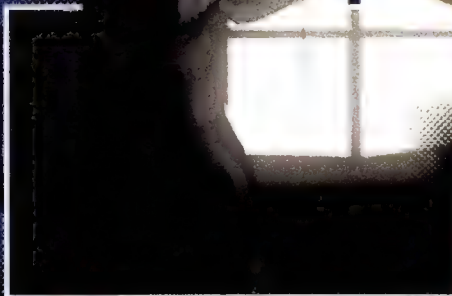
CONVENTIONAL WISDOM  
SAYS THAT I KILLED  
THE PRESIDENT...



AND FOR ALL I KNOW...



**BANG!**



I DID.

Play It On

**ubi.com™**

**gameloft**

©2003 Ubisoft Entertainment. All Rights Reserved. Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. ©Van Hamme - Vance / Dargaud. Benelux (DARGAUD-LOMBARD S.A.) 2000 DARGAUD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Network Adaptor for PlayStation 2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. ©2002 Gameloft. All Rights Reserved. Gameloft and the Gameloft logo are registered trademarks of Gameloft S.A.



Features online  
multiplayer modes  
exclusive to PlayStation 2!



# thirteen XIII

YOUR NUM03ER IS UP



BATTLE ONLINE AND OFFLINE IN  
MULTIPLAYER GAMES, INCLUDING THE  
PLAYSTATION 2-EXCLUSIVE POWER UP MODE.



GRAPHIC-NOVEL PRESENTATION  
WITH POP-UP WINDOWS, VISUAL  
AUDIO, AND FLASHBACK GRAPHICS.



A PRESIDENTIAL ASSASSINATION  
CONSPIRACY PLOT ENSHROUDS THE  
FUTURE OF AMERICA IN MYSTERY.

[www.whoisXIII.com](http://www.whoisXIII.com)



Blood  
Intense Violence



PlayStation 2



UBISOFT



# FINAL FANTASY X-2



**Yuna**



**Rikku**





**Paine**

# girls just wanna have

# FUN

**S**he's a little bit of a rebel, but Paine has been a model for Eberth since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12.

But she's not a perfect girl. Paine started her career as a model when she was 12, and she's been a model for Eberth since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12.

Final Fantasy X-2, the first game to feature a strong female lead, Paine starts off with a bang, and she's got a great attitude. "She's got a great attitude," says Eberth, who's been a model for her since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12.

Final Fantasy X-2, the first game to feature a strong female lead, Paine starts off with a bang, and she's got a great attitude. "She's got a great attitude," says Eberth, who's been a model for her since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12.

Final Fantasy X-2, the first game to feature a strong female lead, Paine starts off with a bang, and she's got a great attitude. "She's got a great attitude," says Eberth, who's been a model for her since she was 12. "She's got a great attitude," says Eberth, who's been a model for her since she was 12.

by Gary Steinman



# FINAL FANTASY X-2

## BABY one more time

**I**t was the game that was never meant to be. For 15 years, every *Final Fantasy* had been a completely separate experience, with discrete stories, different characters, and unique settings. Sure, there were common elements, along with a fairly consistent (if undefinable) feel—but other than those two special words in the title, each game was different from the last.

It was time for a change. But why now? Simple, economics. With development costs running in the multimillions, it didn't make sense to start fresh with every *Final Fantasy*. It was a little too much to all of a sudden toss aside all the assets we created to work on the next *Final Fantasy*," says Producer Yoshinori Kitase. "We wanted to find a way to reuse some of the assets from the original, but add a little variation here and there. The goal was to maintain something that's similar in feel but also completely different so that it came out as if it were a different team that handled this title."

When we first heard about this sequel over a year ago, we naturally assumed it would share the same battle system, the same characters, the same structure, the same *everything*. But Director Motomu Toriyama is quick to claim that was never Square's intention. "We knew from the very beginning that if we were going to do a sequel, it would have to be a drastic change, as much as possible within the boundaries that were set by the original story and world," he says. Being that it was the first direct sequel in our flagship *Final Fantasy* series, we didn't want it to be just another sequel. We needed to make a big impact.

Rather than sticking with any formula established in *Final Fantasy*, Kitase and his team rebuilt the entire game, creating an experience that's not only different from its predecessor but also altogether unique, compared with any previous *Final Fantasy*. The combat is a fast and furious new take on the classic Active Time Battle system. The story is told through nonlinear, choose-your-own-adventure-style missions. The elaborate summons, a *Final Fantasy* sacred cow, have been replaced with a system of spectacular costume changes that alter your stats and abilities on the fly. There's a new action element that lets you jump and crouch around certain areas. But the biggest change has got to be the tone: it's light, it's goofy, it's...funny!

With Yuna no longer a summoner, she could be more free-spirited and cheerful," Toriyama notes. "She's no longer carrying all that weight from the original story, so it was just a natural move to make the sequel brighter and more lighthearted."



## MY, HOW YOU'VE GROWN!

Yuna is a beautiful girl who is a summoner. She is the daughter of the late President of the Holy See, and she is the only one who can summon the Guardian Forces. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl.

Paine is a beautiful girl who is a summoner. She is the daughter of the late President of the Holy See, and she is the only one who can summon the Guardian Forces. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl.

Rikku is a beautiful girl who is a summoner. She is the daughter of the late President of the Holy See, and she is the only one who can summon the Guardian Forces. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl.



### ETERNAL CALM

Yuna is a beautiful girl who is a summoner. She is the daughter of the late President of the Holy See, and she is the only one who can summon the Guardian Forces. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl. She is a very kind and gentle person, and she is very popular among the people of the Holy See. She is a very important person in the story, and she is a very beautiful girl.



### THE LOVE BOAT

Although *FFX-2* includes many, many, many things that fans of the series will love, there is one thing that fans of the series will love even more. It's the love boat. The love boat is a very important part of the story, and it is a very beautiful boat. It is a very important part of the story, and it is a very beautiful boat. It is a very important part of the story, and it is a very beautiful boat.





**ENTER TO WIN BY  
LOGGING ON TO:**  
<http://winsims.zdgames.com>

**ONE GRAND PRIZE WINNER  
will receive:**

- Spa treatment followed by a fancy lunch
- \$1000 shopping spree for clothes, accessories, or whatever
- A night on the town with five friends\*\*
- The Sims™ Bustin' Out T-shirt
- A copy of The Sims™ Bustin' Out on any console, signed by Will Wright, creator of The Sims™

**10 Second Place Winners  
will receive:**

- The Sims™ Bustin' Out T-shirt
- A copy of The Sims™ Bustin' Out on any console, signed by Will Wright, creator of The Sims™

**25 Third Place Winners  
will receive:**

- A copy of The Sims™ Bustin' Out on any console

\* See website for full contest rules, terms and conditions  
\*\* Must be 18 or older to qualify for Grand Prize

**The Sims  
BUSTIN'  
OUT**

**YOUR DREAM  
DATE IS  
WAITING...**

**MIMI WANTS YOU TO**

**BUST OUT  
OF YOUR EVERYDAY LIFE!**



Visit  
[www.esrb.com](http://www.esrb.com)  
or call  
1-800-771-3772  
for more ratings  
information.



PlayStation 2

GAME BOY ADVANCE

©Electronic Arts Inc. Electronic Arts, The Sims, EA GAMES, the EA GAMES logo, Maxis and the Maxis logo are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. EA GAMES™ and MAXIS™ are Electronic Arts™ brands.

Visit [www.eagames.com](http://www.eagames.com) for more information on The Sims Bustin' Out, coming to the PlayStation 2 computer entertainment system, the Xbox™ video game system from Microsoft, the Nintendo GameCube™ and Game Boy Advance in December 2002. "PlayStation" and the "PS" Family logo are a registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.™, © Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.



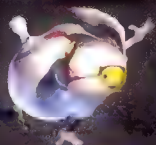
## CHOOSE YOUR WEAPON

Fanning Fur Ball or Radioactive Rabbit? Choose your weapon wisely or you and your fellow fugitive will be forever subjected to a life of twisted animal testing. Shredded together, Spawr must use the indestructible Redmond as a weapon and tool for escape from an evil corporation.

# Bust



BUNNY CANNON



HELIUM BUNNY



HARE-SICLE



HARE-SICLE

• Fanning Fur Ball

• Bunny Cannon

• Radioactive Rabbit

• Bunny Fuse

• Hare-sicle

• Electro Static Rabbit

• Hungry Bunny

• Hare Clog

• Tug-O-Rabbit

• 10 Ton Bunny

• Bunny Cannon

• Helium Bunny

• Hyper Hare

• Shredded Rabbit

• Chocolate Bunny



Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3777  
for Rating Information



© 2003 Eidos Inc.  
Eidos and the Eidos logo are registered trademarks of Crystal Dynamics.

The PlayStation 2 and the PS2 logo are registered trademarks of Sony Computer Entertainment Inc.

The "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

The Xbox logo are registered trademarks of Microsoft Corporation.

Crystal Dynamics and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics.

The Xbox logo are registered trademarks of Microsoft Corporation.

The Xbox logo are registered trademarks of Microsoft Corporation.

The Xbox logo are registered trademarks of Microsoft Corporation.





Disc 75 presented by  
Official U.S. PlayStation Magazine  
and PlayStation Underground



OFFICIAL U.S.  
**PlayStation**  
MAGAZINE

## OPM DEMO DISC

### PLAYGROUND

Final Fantasy X-2  
NCAA GameBreaker 2004  
NFL GameDay 2004  
Castlevania: Lament of Innocence  
XIII  
Need For Speed: Underground  
Secret Weapons Over Normandy  
I-Ninja

### VIDEO DEMOS

The Haunted Mansion  
Disgaea: Hour of Darkness  
Backyard Wrestling:  
Don't Try This at Home  
True Crime: Streets of L.A.  
Madden NFL 2004

### STORIES

Final Fantasy X-2  
Eternal Calm - FFX-2 prologue

### REPLAY

Mad Maestro - download  
Midnight Club II - download



#### PLAYGROUND

Final Fantasy X-2  
NCAA GameBreaker 2004  
NFL GameDay 2004  
Castlevania: Lament of Innocence  
XIII

#### Need For Speed: Underground

Secret Weapons Over Normandy

I-Ninja

#### VIDEO DEMOS

The Haunted Mansion  
Disgaea: Hour of Darkness  
Backyard Wrestling: Don't Try This at Home  
True Crime: Streets of L.A.  
Madden NFL 2004

#### STORIES

Final Fantasy X-2  
Eternal Calm - FFX 2 prologue

#### REPLAY

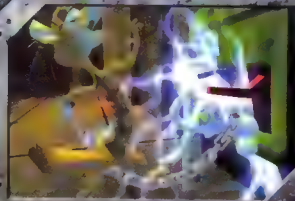
Downloads: Mad Maestro, Midnight Club II



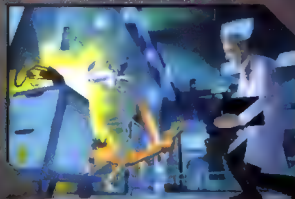


# it UP!

NOVEMBER 2003!



Zip Whiplash in two weeks to poison enemies, electro-charge him to zap adversaries and more.



Demolish everything from security cameras to heat equipment.



Knock out the evil lab staff with loads of combo attacks.



Whiplash is one of those games that hit you right in the face. [www.whiplashgame.com](http://www.whiplashgame.com)

# Whiplash

PlayStation 2



WhiplashGame.com

Trademarks and trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The name Whiplash is a registered trademark of the Interactive Digital Software Association. All rights reserved.



# FINAL FANTASY X-2

## get the PARTY started

**F**rom the moment you start playing *FFX-2*, you'll notice how very different it is.

Just by watching the opening movie, you'll see how Yuna has changed, says Scenario Writer Kazushige Nojima. The setting, a concert at the Luca stadium, starring High Summoner Yuna. The song one of those peppy J-pop affairs, complete with jaunty male dancers cavorting in the background. Meanwhile, Rikku and Paine are lurking around the stadium, fighting off enemies as they make their way to center stage for a confrontation with Lady Yuna...or is that really her?

"Once you start playing the game, you might not really feel the change," Nojima adds, "but we want you to at least notice the differences right from the start."

A fitting setup, considering the game's theme: changes. For Nojima, that notion extends beyond the passive sense of the word. "It's also about the willingness to challenge yourself," he explains. "To not have to think about the end result, but focus on process of transformation."

Speaking of changes, Nojima saw this sequel as the perfect chance to alter the way the story unfolds. Unlike a typical straight-line narrative, *FFX-2* is built in bite-sized nuggets, with each mission lasting anywhere from a few minutes to a few hours; you can play them in any order you like (with a few limitations, naturally). Plus, at certain points, your decisions will actually affect the outcome of the game. "In the previous *Final Fantasies*, we never had room to even consider creating a story based on a Free Scenario system," Nojima says. "Simply put, this was the best opportunity to make this change." Nojima also cites a recent trend toward shorter gameplay experiences. "You don't have to stress about playing 80 hours to finish a game. There's replay value, but you can get through the game in a decent amount of time."

Nojima compares the *FFX-2* experience to channel surfing. "Like changing channels on a TV, you have the ability to choose which mission you want to see," he says. This storytelling technique helped free him up to add more humor, variety, and spice to the missions. From helping Yuna hand out balloons while wearing a moogles costume, to battling an errant Aeon who's out for your destruction, the missions are as varied as it gets. Some focus on fast action, others feel like an elaborate min-game, and still others are built around RPG mainstays such as dungeon exploration and combat.

The Free Scenario system also was perfect for *FFX-2*'s lighter story. Wacky antics work better in small doses, interspersed with the heavy moments we've come to expect from *Final Fantasy*. "The Free Scenario system really helped me capture the right timing," Nojima says.

## STRANGE BEDFELLOWS



## MINI-GAMES LIMITED BY FREE



FFX-2's Free Scenario system allows players to choose which mission to play next, giving them a sense of control over the story. The game also features a variety of mini-games, including a balloon-throwing min-game and a moogles costume min-game.

## FLIGHT AS WELL JUMP

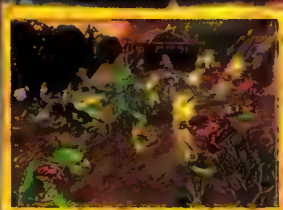
While the game's Free Scenario system allows players to choose which mission to play next, it also gives them a sense of control over the story. The game also features a variety of mini-games, including a balloon-throwing min-game and a moogles costume min-game. The game's Free Scenario system allows players to choose which mission to play next, giving them a sense of control over the story. The game also features a variety of mini-games, including a balloon-throwing min-game and a moogles costume min-game.



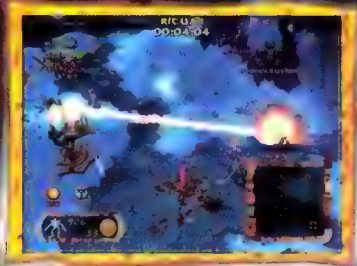




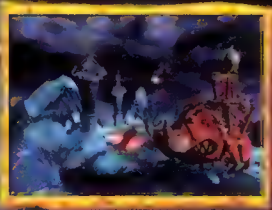
**IN A WORLD OF GOBLINS, ANARCHY GETS MESSY.**  
**AS GOBLIN COMMANDER, THE FUTURE OF WAR-TORN**  
**OGRISS IS IN YOUR HANDS.**



Design a custom army from over 25 different goblin types with individual combat skills and upgrades. Different tactics make every game a unique experience.



Fierce battles and tons of destruction combined with strategic and tactical gameplay offers riveting gameplay for even the most hardcore RTS fans!



Take direct control and maneuver powerful giants. Reinforce your troops with battle-ready structures.

# GOBLIN COMMANDER

UNLEASH THE HORDE

[WWW.GOBLINCOMMANDER.COM](http://WWW.GOBLINCOMMANDER.COM)



PlayStation.2



Blood  
Violence



**DRESS** you up  
in my **LOVE**

Those transformation animations—spectacular though they may be—are more than just a case of adding a layer of fluffy whipped frosting to an already tasty cheesecake. Changing costumes is actually the centerpiece of *FFX-2*'s gameplay. Throughout the game, you can acquire

[Continued on page 136]



Called Item Shooter in Japan, this job takes a lot of effort to be effective, but the payoff is extraordinary. Just ask Battle Planning Director Takatsugu Nakazawa. "I'm not a huge fan of action games, so I tend to look for characters that don't require a whole lot of action," he says. "But I enjoy the other tasks involved with developing a very strong character. Item Shooter requires you to acquire a lot of items, but it's very strong in the end." Not only does an Alchemist have an unlimited reserve of potent potions, but she can mix items for incredible effect. Fun fact: Every Gunner class has that cute side skirt—except for *Paine's* Alchemist. Apparently, it would have made her look too feminine.







**DRESS** you up  
in my **LOVE** (pt. 2)

To be honest, I was quite surprised about how extreme we were allowed to be, because I didn't want to create costumes that would feel too much like they're part of an anime," Tsukamoto confides. But when Nomura-san [a.k.a. Tetsuya Nomura, the character designer for *FFX*, who returned to create the default costumes for Yuna, Rikku, and Paine] sent me an image of Rikku, I was almost shocked that it was OK to go this far. Based on that, I didn't feel

You should enjoy changing drive spheres. If you don't do that, there's almost no reason to play this game.



**Keywords:** *Self-esteem, self-esteem threat, self-esteem threat sensitivity, self-esteem threat sensitivity scale, self-esteem threat sensitivity scale-2*



Oh, my. This is some seriously hot stuff. It's one of our favorite costumes, for the same reason that Director Motomu Taniguchi calls: "Just from a design standpoint, I love Rikku's Black Mage because of her miniskirt." Think she looks good from the front? Well, she's just as sexy from the other side. Pop in our demo disc, get into a battle, and make sure you take a peek at the way Rikku shakes her moneymaker at the end of combat. But the Black Mage isn't just eye candy. She can cast all those classic offensive spells, which are essential against certain enemies. Now, excuse us while we stare at these lovely lasses for a little while longer...





## THIEF

What kind of self-respecting thief wears high heels? The sexy kind! Apparently, Tsukamoto designed Paine and Yuna so they'd have as much sex appeal as Nomura's original design for Rikku's default character. We think he succeeded. In terms of gameplay, using a Thief early and often will help you later on, as your character will end up quicker than most of the enemies out there, no matter what class you're using. Plus, her Steal ability is essential if you want to have a strong Alchemist, some of those mutable items are hard to find any other way. We also love the fact that the Thief always has two attacks, creating an automatic chain that heightens her power.



## TRAINER



## LADY LUCK



## MASCOT

Square asked us not to spoil these costumes for you, and who are we not to oblige? Instead, we bring you yet another fun fact. Apparently, Square had considered an even wackier job for this final dressphere. "We were looking for a job that would be half serious and half joke," says Nakazawa, "and a French Maid form came up during the idea phase. It ended up being completely different, the mascot." The maid concept was scrapped because the team just couldn't get it to work. The idea was to pay her to perform, much like the Yojimbo Aeon in FFX. "But if you think about it, what would happen if you run out of money?" Nakazawa asks. "She would go home?"



# FINAL FANTASY X-2

## LOVE is a battlefield

**C**all it one of those great RPG ironies: *Final Fantasy's* Active Time Battle system, in which characters would take their turns in pseudo-real-time, was actually slower than many purely turn-based systems. See, there's that small problem of waiting for your turn to come up.

Which is why we were so enamored with the Conditional Turn-Based setup in *Final Fantasy X*. It not only added a nifty strategic element to battles, but also sped up combat by letting you take your turns immediately.

So why return to the ATB in *FFX-2*? Because it was the biggest possible change that could be made to this sequel, according to Battle Planning Director Takasugu Nakazawa. "If you think about it, we are using the same world, similar environments and monsters, and also, most of the characters are returning. So if we kept the same battle system, it would have been really repetitive. We wanted to make it fresh for the sequel." But isn't a return to the basic battle system that's been a part of every *Final Fantasy* from *FFIV* to *FFIX*, just more of the same thing?

Not if you tweak it so that it feels totally different. In *FFX-2*, everything moves at lightning speed, with quick encounters that can speed by in just a few seconds. Turns come up almost immediately, letting you practically button-mash your way through combat. Boss battles are exhilarating, adrenaline-pumping affairs that will keep you on the edge of your seat. There's never a moment to rest, and you'll often need to think several steps ahead to beat some of the bigger baddies. "In the previous installments when we used the ATB system, it was primarily used to indicate the order of the characters' turns," Nakazawa says. "This time, it's not just the characters' order, but also when the characters will execute their moves. And that's not just your allies, but your enemies as well. It brings the speed up a little bit more. You're not just waiting around for your turn to come."

Other changes: You can now chain your attacks together, leading to all kinds of quirky strategic maneuvers. Try, for example, waiting an extra half-second for two of your girls' turns to come up, then attack at once to exponentially increase the damage. Or tack a final sword swipe on to the end of a chain of Gunner hits for a big boost. You can even halt an enemy's attack if you wack it at the right moment.

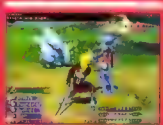
It's fun, it's different, it's incredibly addictive. It's also a perfect complement to the lighthearted nature of this sequel. "I would say that the lighter tone of the story influenced the battle system," says Nakazawa. "It definitely makes sense to have more of a fast-paced system."

## BATTLE SYSTEM 101

The combat in *FFX-2* might feel unique, but it's got three roots in past *Final Fantasy* games.



Remember how the Sphere Grid in *FFX* let you customize your party's growth?



...and you've got the crazy costume-changing dress-up mode!



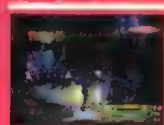
Next, take the job system that was introduced in *FFIII*, refined in *FFV*, and perfected in *Final Fantasy Tactics*...



...and you've got the crazy costume-changing dress-up mode!



Now, take the Sphere Grid system and combine it with the job system to create a new system...



...and you've got the crazy costume-changing dress-up mode!



Finally, take the Sphere Grid from *FFX*...



...shrink it, make it readily accessible during battle, and make lots of them with all kinds of characteristics...

"I would say that the lighter tone of the story influenced the battle system. Also, *FFX-2* uses the nonlinear Free Scenario setup. It definitely makes sense to have more of a fast-paced system."



## MODACIOUS BATTLES

When you first start playing, you'll notice that the battle system is a bit different from the ones you've seen in other Final Fantasy games. It's a fast-paced system that's designed to be fun and easy to learn. It's a system that's designed to be fun and easy to learn. It's a system that's designed to be fun and easy to learn.

When you first start playing, you'll notice that the battle system is a bit different from the ones you've seen in other Final Fantasy games. It's a fast-paced system that's designed to be fun and easy to learn. It's a system that's designed to be fun and easy to learn. It's a system that's designed to be fun and easy to learn.



# Need a guy to shoot and score?



## Then Tim Duncan is your man.

Join Tim and kid versions of NBA stars — like Shaquille O'Neal, Tracy McGrady, Yao Ming, Kevin Garnett, Paul Pierce and Dirk Nowitzki — for the hottest hoops game on your PlayStation®2 computer entertainment system.

## Backyard

# NBA BASKETBALL



## Play with the Pros as Kids!



## ALL 30 NBA TEAMS!



PlayStation.2

[www.atarikids.com](http://www.atarikids.com)



EVERYONE  
**E**  
ESRB

Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info.

ATARI

© 2003 Atari, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Developed by Harmonix Entertainment. The NBA and individual NBA member team identifications used on or in this product are trademarks, service marks and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. or 2003 NBA Properties, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



# FINAL FANTASY X-2

## justify my LOVE

**S**ometimes, change is good. In the case of *FFX-2*, change is a very good thing indeed.

We asked Kitase, who's been at the head of the *Final Fantasy* food chain for several installments now, whether he prefers *FFX* or *FFX-2*. While he couldn't definitively commit to picking one over the other, he did admit to being happier with what his team accomplished with *FFX-2*. "My job is to see where our games can go in different forms, different shapes, and different ways," Kitase says. "In that sense, I'm more satisfied with the way *FFX-2* has turned out. It shows our fans—as well as new gamers who might join the *Final Fantasy* community—that we can change things. That there are ways to expand beyond what we've done, which is to tell a new story in every single installment. In that sense, *FFX-2* has given us a new way of thinking and a new look to the *Final Fantasy* franchise. Change is good, once in a while.

For Nakazawa, *FFX-2* succeeds for a simpler reason: It offers something for all kinds of players. I guess if I were to try to sell this game, I'd say it's a good blend of someone who doesn't prefer action and someone who really likes action," he says, referring to the fact that some members of the team love the action elements that are a part of the exploration as well as certain costumes, such as Lady Luck and Gunner. "In that sense, this is a unique version of *Final Fantasy*—it's not your typical *Final Fantasy* game. But if *FFX-2* were just another serious installment, then this would never have worked. It's almost like we got away with something that's usually not applied or approved.

If you're still on the fence with the new direction here, check out our exclusive playable demo right now. Or, flip ahead a few pages for our review. Just keep in mind that you're in for a different kind of *Final Fantasy* experience.

One of our goals was to accomplish something we weren't able to do. *FFX-2* includes a lot of those new opportunities, breaking your typical *Final Fantasy* rules, Kitase says. If gamers can accept that, that would make us happy.

Once the game is in players' hands, Toriyama is sure they'll be hooked. With this Free Scenario system—not only in terms of the story, but also having all kinds of missions—it's basically up to gamers how they want to play it, Toriyama says. "You don't have to follow any rules, but just enjoy the game."

Well, maybe one rule—or at least a very strong suggestion. The more you play, the more you will see at the end, Tsukamoto says. "Make sure that you play it so you get to the happy ending."

## 7 MORE THINGS ABOUT FFX-2



### BEHOLD BAHAMUT

One of the most meaningful scenes is when you get to Bahamut," says Toriyama. "You probably can't get that scene." Want a closer look? Check out the Operation Infiltrate Brevlet portion of our exclusive playable demo. Although this sequence is taken out of context and represents only a small portion of the entire mission, you'll get a good feel for the intensity of the moment.



### FINAL TOWN

When you reach the final town, you'll find a new location. It's a place where you can find a lot of new items and a lot of new enemies. It's a place where you can find a lot of new items and a lot of new enemies. It's a place where you can find a lot of new items and a lot of new enemies.



When you reach the final town, you'll find a new location. It's a place where you can find a lot of new items and a lot of new enemies. It's a place where you can find a lot of new items and a lot of new enemies. It's a place where you can find a lot of new items and a lot of new enemies.



### FINAL SING

It's a song that's new to the game.



### FUTURE FANTASY

FFX-2 is a game that's new to the game.

FFX-2 is a game that's new to the game. It's a game that's new to the game. It's a game that's new to the game. It's a game that's new to the game. It's a game that's new to the game.



### FAKE EMOTION

Not only did Koda Kumi, a fast-rising J-pop star, provide the vocals for Yuna's opening song, but she was also mo-capped for the dance moves. Too bad you won't hear her voice in the U.S. version. Although Kumi recorded an English version of "Real Emotion," it kinda stunk (it sounded like she was reading—and mangling—a phonetic transliteration of the English lyrics). Square Enix U.S.A. wisely opted to have it rerecorded by a gal who's known as Jade from Sweetbox. To find out more about her, head to [www.sweetbox.com](http://www.sweetbox.com).

**TRIVIAL TIDBITS! FUN FACTS!**  
STUFF WE COULDN'T FIT ANYWHERE ELSE!

### SPRING TIME

There's a lot of spring in the air in *FFX-2*. The game is set in a world where the seasons change, and the weather is a big part of the game. It's a world where the seasons change, and the weather is a big part of the game. It's a world where the seasons change, and the weather is a big part of the game.

### STAND AND DELIVER

Watch how Yuna, Rikku, and Paine stand up to the enemy.

Watch how Yuna, Rikku, and Paine stand up to the enemy. It's a scene that's new to the game. It's a scene that's new to the game. It's a scene that's new to the game. It's a scene that's new to the game. It's a scene that's new to the game.



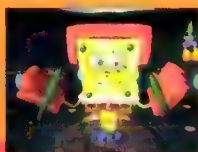
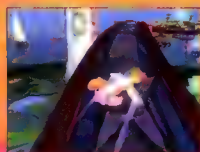
# WHO MAKES A BETTER HERO? SPONGEBOB OR A GUY NAMED BOB?



"I have square pants!"



"I'm not wearing pants."



Soak up the new SpongeBob video game this Fall.



Battle for Bikini Bottom



©2003 THQ Inc. ©2005 Viacom International Inc. All rights reserved. All characters from Nickelodeon's SpongeBob SquarePants and all related likenesses and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Executive published by THQ Inc. THQ is a registered trademark and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, Game Boy Advance and the Nintendo Game Boy logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc.





[www.takgame.com](http://www.takgame.com)



Cartoon Violence

GAME BOY ADVANCE



PlayStation 2

© 2002 Nintendo Software Inc. and THQ Inc. Developed by Avalanche Software. Nintendo Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. All other trademarks and registered trademarks are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® Game Boy Advance and the Nintendo Game Boy logo are trademarks of Nintendo.



The Prophecy foretold of a mighty warrior  
that would one day save the world.

That's him in the chicken suit.





*The mission is official. Revenge is personal.*



Blood  
Mild Language  
Violence

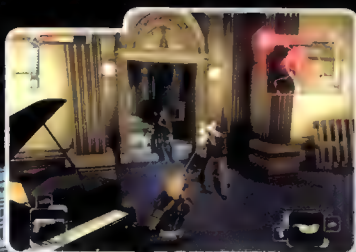


PlayStation.2

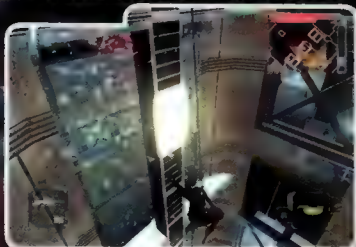


Rogue Ops © 2003 KEMCO. All rights reserved. ROGUE OPS is also a trademark of KEMCO. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo.

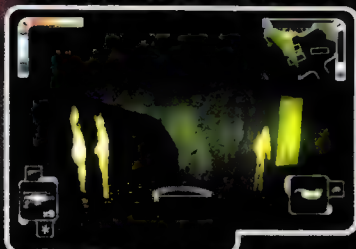




*Extensive arsenal of weapons: crossbow, throwing stars, sniper rifle, frag grenade, silenced pistol and more*



*8 action-packed missions in 8 diverse environments test your ability to survive - and succeed - in any situation*



*Cutting-edge spy tools, including V.I.S.E.R., flycam, thermal optical camouflage, retina scanner and adrenaline boost*



*Covert moves let you suspend from ceilings, hide in shadows or inside objects, and slide against walls to peer around corners*

Nikki Connors lost everything when the world's most brutal terrorist organization killed her family. Now she's a member of Phoenix, a covert agency dedicated to counter-terrorism - but she also has a mission of her own: revenge. With unsurpassed skills, weapons, and tools for concealment, she's ready to settle the score.

**AVAILABLE NOW**

**ROGUE OPS**

Get Briefed at: [www.rogueops.com](http://www.rogueops.com)



WORLD

# Bad Weather Credited for Sudden Drop in Colombian Cocaine Production

By the Staff  
of the Associated Press

...as meteorologists around the world continue to examine the data. A press conference scheduled for Tuesday...

An unusually violent...



FREEDOM ISN'T FREE



EXPERIENCE NEW JUNGLE WARFARE AS THE GHOSTS RESTORE CUBA'S PEACE AND TAKE DOWN AN EVIL COLOMBIAN DRUG CARTEL.



JOIN INTENSE BATTLES WITH PLAYERS FROM AROUND THE WORLD WITH THE NEW PLAYSTATION 2 ONLINE FUNCTIONALITY.



SHOUT OUT COMMANDS TO YOUR ELITE SQUAD OF GHOSTS USING STATE-OF-THE-ART VOICE COMMAND TECHNOLOGY.

THE MOST INTENSE, REALISTIC ACTION  
NOW ONLINE FOR PLAYSTATION®2





★ Tom Clancy's  
**GHOST  
RECON**  
JUNGLE STORM



Violence



PlayStation 2



UBISOFT





# REVIEWS

Making the world a more perfect place.



## PRINCELY

**A time to kick ass**

Rarely has such a classic game gotten such a spectacular upgrade. That's one of the reasons *Prince of Persia: The Sands of Time* is our Game of the Month.

## MEET THE CRITICS



### JOHN DAVISON

John and his wife Andrea gave birth to their son William on September 14. **Current Favorites:** *SSX 3*, *Prince of Persia*, *SOCOM II*. **Favorite Genres:** Driving, racing, hitting stuff



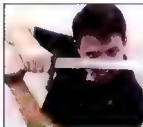
### GARY STEINMAN

Gary was gonna complain about how hard he's been working, but he realized his job is still better than yours. **Current Favorites:** *FX-2*, *Going Commando*, *BG&E*. **Favorite Genre:** RPG



### JOE RYBICKI

*SOCOM II*'s improved ground cover has taught Joe the value of remaining unseen. **Current Favorites:** *SOCOM II*, *POP*, *TSOT*, *School of Rock*. **Favorite Genres:** Puzzle, Adventure, Gary Smells



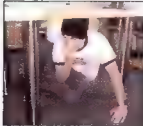
### CHRIS BAKER

C-Bake estimates he slew around 17,892 skeletons, orcs, foot ninjas, and old Chinese dudes this month. **Current Favorites:** *LOTR: Return of the King*, *DW4*, *XL*. **Favorite Genre:** Action



### THIERRY (SCOOTER) NGUYEN

Scooter went to Hawaii, so Gary cast a curse that turned him into a monkey. **Current Favorites:** *Metal Arms*, *R&C*, *LOTR*, *ROTK*. **Favorite Genres:** FPSing, RPGing, Monkeying, Robots



### GIANCARLO VARANINI

The September earthquake only reaffirmed Giancarlo's belief that Japan rocks. **Current Favorites:** *ESPN Basketball*, *Castlevania*, *SC II*. **Favorite Genres:** Action, Sports, Robot Ninja Dogs

## REVIEWS

### PC2 GAMES

- 163 Backyard Wrestling
- 160 Beyond Good & Evil
- 152 Blazing Chrome
- 156 Call of Duty 2
- 154 Dynasty Warriors 5
- 152 ESPN NBA Basketball
- 154 FIFA 2004
- 149 Final Fantasy X-2
- 162 Gladiator: Sword of Vengeance
- 178 Harry Potter: Quidditch
- 162 I-Ninja
- 162 Karaoke Revolution
- 164 KillSwitch
- 170 The Lord of the Rings: The Return of the King
- 164 Metal Arms: Glitch in the System
- 164 Mobile Suit Gundam: Encounters in Space
- 168 Monster Rancher 4
- 182 NBA Jam 2004
- 182 NBA Live 2004
- 183 NBA ShootOut 2004
- 166 Prince of Persia: The Sands of Time
- 114 Ratchet & Clank: Going Commando
- 172 Rogue Ops
- 176 Secret Weapons: Over Normandy
- 160 SOCOM II: U.S. Navy SEALs
- 172 Space Channel 5 Special Ed.
- 172 Sphinx and the Cursed Mummy
- 139 SpongeBob SquarePants: Battle for Bikini Bottom
- 176 Star Trek: Shattered Universe
- 178 Tak and the Power of Juju
- 152 Teenage Mutant Ninja Turtles
- 174 XIII

### PS1 GAMES

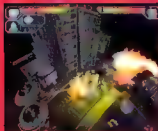
- 184 Ford Truck Mania
- 184 Tail-Infinitly

### PERIPHERALS

- 184 20 TFT Universal
- 184 Chameleon W
- 184 Extreme Action
- 184 Soul Calibur II
- 184 Universal Arcade Stick
- 184 USB Headset
- 184 Wireless Net Extender







**154  
JUMP!**

Freedom has it. *Barret* *Walt*  
Raicher raicher: up the fun



**160  
FIRE!**

Monster call has a touch.  
SO COME it will kick your ass



**170  
FIGHT!**

Don't forget to rain the hell  
Return of the King rocks!



...really like to  
...your time with an  
...extended discussion of  
...I arrived at my score, but in  
...case it's actually relevant. So  
...indulge me.

For the past month, I've had a  
running argument rattling  
around my brain: Should FFX-2  
get a 4.5 or a 5? In other words,  
Am I really enjoying this as much  
as I think I am?

I get the feeling a lot of you  
will be wondering the same  
thing. Now, I'm not talking about  
the score—that's my job, thank  
you very much. I'm referring to  
how you might struggle with the  
idea that you really love this  
game, but you're also  
...tossing up all kinds of  
...blocks while you're  
...so silly. It's too girly  
...Final Fantasy.

...the most fun I've had  
...Final Fantasy. I'm not  
...saying it's the greatest Final  
...ever. I still like FFX the  
...most. But I had the  
...that the other actors and  
...the sentimental  
...E. But it's a lot of pure fun  
...is not.

...in that in mind, here are  
...headed arguments against  
...FFX-2, along with my reasons  
...for refuting them.

**It's just a sequel.** Think this is  
...an estrogen-heavy rehash  
...FFX? Think again. FFX-2 is a  
...completely different game. (Read  
...ough our feature for all the  
...details.) But if you're worried  
...that a return trip to Spira  
...might get tedious, have no fear.  
...FFX-2 gives you the best of both  
...worlds: those warm, fuzzy feel-  
...ings you get from wandering into  
...a familiar place and stumbling  
...on a familiar face, along with  
...the freshness of a world rebuilt  
...after a devastating war with Sin.

**I don't like the ATB.** Hey, I was  
...just as happy as the rest of you to  
...see the worn-out Active Time  
...Battle system replaced by FFX's  
...strategic CTB combat system.  
...But, see, this is ATB done right.  
...The constantly ticking clock  
...moves fast enough to make

Attack one enemy.



things feel frenetic yet fun. The  
new Chain feature lets you add all  
kinds of strategic (yet active)  
twists to the action; I found  
myself holding my Dual Shock in  
some of crazy positions, trying to  
quickly tap R1 while scrolling  
through options on the D-pad and  
punching X to trigger a powerful  
Chain. And the dress-up mode is  
a great take on the Final Fantasy  
job system. Like I said in the fea-  
ture, you can choose among 2,744  
possible party makeups, and  
that's with just three playable  
characters! I also love the way the  
Garment Grids let you further  
customize your battle setups, giv-  
ing you an assortment of power-  
ed-up mini-Sphere Grids that  
you can activate on the fly.

**It's too girly.** And the problem  
is...? Seriously, these are great  
characters. I love them all, and  
not just in my typical girly-  
manga-obsessed creepy way.  
Underneath their clothes, these  
young ladies have some serious  
backstory. There's a lot going on  
here, so pay attention.

**Mission-based gameplay?**  
**Blech!** Oh, you're just never  
gonna be happy, are ya? For  
years, you complain about the lin-  
ear nature of Final Fantasy; final-  
ly, you get something non-linear  
and it's not good enough? Look,  
these missions actually open up  
the world of Spira. From the very  
beginning, you can go anywhere,  
do anything, see whatever you

like. The mission-based gameplay  
also makes every segment feel  
unique. Each mission has a differ-  
ent angle, from quick-hit  
minigames to straight-up explo-  
ration to, er, Monkey Love (I kid,  
you not), adding an unprecedent-  
ed variety to the gameplay.

One thing to keep in mind,  
though: The more you put into  
FFX-2, the more you'll get in re-  
turn. To experience the full  
story, you'll have to visit areas  
that don't have any highlighted  
missions. Search around and  
you're bound to trigger a story  
sequence or a side-quest that not  
only adds to the story, but rewards  
you with anything from a Garment  
Grid to a new dressphere. If you're  
the type who's not predisposed to  
exploration, you won't have as  
much fun. Then again, you can  
always replay the game, since  
there are multiple endings.

**It's too silly.** Lighten up.  
**Bring back the summons!** The  
exquisite costume-change anima-  
tions are more than adequate to  
satisfy my need for elaborate eye-  
candy. But if you really miss those  
Aeons, I'll say (without spoiling  
too much) that they're around.

**Shut up. No, you shut up.**  
So there you have it. Read  
about it, try it, buy it. Final Fantasy  
X-2 is brilliant. So get over your  
self and have a great time.

Gary Steinman



# FINAL FANTASY X-2

Get into the groove

Publisher: Square Enix USA. Developer: Square Enix. MSRP: \$49.99. ESRB: Teen



**RUSSIAN OIL REFINERY.  
LONDON UNDERGROUND.  
PARIS ROOFTOPS.**

**Where did your team go today?**



Go on hazardous missions, including hostage rescue, bomb diffusion, and surprise raids.



Use assault rifles, fiber optics, night vision, and other hi-tech SWAT weapons and gear.



Breach and clear rooms, crack computer systems, and take down the bad guys—all in a fast-paced environment.



SHOUT  
COMMANDS  
TO YOUR  
SWAT TEAM  
VIA HEADSET!

## SQUAD-BASED ACTION IN A HOSTILE WORLD

You've been placed in command of an elite SWAT unit created to eliminate criminal syndicates worldwide. With a tech expert and sniper at your side, you'll travel to the world's deadliest hotspots, giving orders to your squad via the controller or directly through voice command. Think like a team; act like a team.



[swatgst.sierra.com](http://swatgst.sierra.com)



VIVENDI  
UNIVERSAL  
games

SIERRA



PlayStation 2







## TEENAGE MUTANT NINJA TURTLES

Ooh...shell shock

Publisher: Konami

Developer: Konami

MSRP: \$39.99 ESRB: Everyone

**D**onatello may be the brainy turtle, but never accuse him of lacking a sense of humor. After using his bow to kick the butt of a Foot Ninja or mouser in *TMNT*, he's known to say things like,

"Anyone for stickball? I have the stick, you be the ball!" Funny, yes—but it's not the kind of thing you wanna hear every few times you hit Square.

This may sound like a silly—"Anyone for stickball?"—thing to pick on, but let me assure—"Anyone for stickball? I have—" you that repeat—"An"—eddy hearing Donnie and pals say this phrase and—"Anyone for stickball? I"—ones like—"Any"—it is about as enjoy—"Anyone for stickball? I have the stick, you be"—able as reading this sent—"Anyone for sil"—ence. As you may have guessed, they often don't even feel the need to complete the phrase. And worse yet, you can't shut them the shell up.

It's a shame that so many little nuisances like that one have to add up against an otherwise solid beat-'em-up. *TMNT* features some great controls. Each hero in a halfshell has a distinct play style based on his weapon of choice and personality. Raphael is all business with his short, quick sal, for example, while party-dude Mikey throws in some breakin' moves with every swing of his nunchaku. Great-looking cel-shaded graphics illustrate the reptilian

brothers as they pull off some cool, well-animated moves in levels designed to mirror the new animated series (and yes, I watch it).

But oh, how the little things disappoint, frustrate, and annoy. For one thing, if you're assuming that four turtles means four players, think again—only two can play at once, and the second is usually weaker because, for some reason, Splinter allows only Player 1 to learn new moves. What?

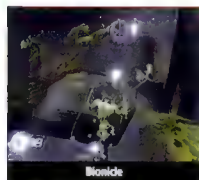
Also, remember how this 1989 arcade game had you fight a few Foot Ninjas, then move on, then a few more, then move on? The new game forgets that it's this pace—not fighting drove after drove of enemies in one spot—that keeps a beat-'em-up interesting. Further, invisible

walls keep you from advancing... and the fact that you can't see them can lead to major damage. [Much like the ill-placed exploding barrels and the foes who attack from offscreen].

The game gets unreasonably hard near the end, where you really start to hate the archaic continue system. It frustrates me that I haven't beaten Shredder—I can't even get to him. I feel so turtle powerless.

I don't need an in-depth story for a game like this, but c'mon, Konami—this isn't 1993. At least try to animate your characters as they speak in cut-scenes—no, the rhythmic bop they do in union doesn't count.

All these things just make me wanna stop playing and do something else. Stickball, anyone? **Chris Baker**



Bionicle



Bloody Roar 4



Bionicle



Bloody Roar 4

### BIONICLE

Publisher: Electronic Arts/Lego Interactive

Developer: Axiomatic/Novale

MSRP: \$49.99 ESRB: Everyone

Use the *Sova* to hunt for these sons of Makuta. If this tip from a blue robot chick to a green robot dude makes any sense to you, you're likely one of the millions of Lego maniacs who has made the *Bionicle* toy line one of the company's most successful ever. If not, the only reason for you to play this game is to revel in derivativeness.

Granted, *Bionicle* does have its fun moments, and I really like the variety of gameplay—you're doing something different in each of the eight levels. Thing is, if you've been playing games for at least a few years (and that very well might not be the case with most of this game's target audience), you've played all of these stages before. You want elemental-based levels? Fire, snow, water, and air serve as the basis of several levels. *Sova* push stuff (and maybe get a little lost) in adventure areas? You do Platform-centric stages require lots of double-jumping and collecting gowy things. At other times, you're snowboarding, grinding down tree trunks, and even cruising underground in a mine cart.

A taste of originality does exist when you absorb attacks with your defense shield to power up your own assaults. Ironically, though, this mechanic makes *Bionicle* harder—I can't see your average preteen getting past some of the game's more challenging, genuinely frustrating moments. Then again, the difficult alone is what takes this game a solid five hours to beat. Even hardcore fans are only looking at rental for this one.

**Chris Baker**



### BLOODY ROAR 4

Publisher: Konami

Developer: Hudson

MSRP: \$49.99 ESRB: Mature

I honestly can't think of any reason why you'd want to buy *Bloody Roar 4*, except perhaps that you have some bizarre desire to see a man morph into a six-foot mole and physically abuse a giant chameleon. Actually, that does sound kinda cool! Given the strides made in fighting game design over the past couple of years, *BR4* is stuck in the dark ages. Its arenas are cramped, flat, and bland, and its gameplay structure is dated, boring, and laughable. I pretend to be imaginative (there's a swinging arena), but I always falls back on safe, boring ideas.

While *Mortal Kombat*, *Virtua Fighter*, and *Soul Calibur* force fighting games to really think about the strategy and also provide more-than-adequate game play incentives, *BR4* lets you mash the buttons to win, with no more satisfaction than seeing your stupid-looking opponent you'll face next. There's a halfhearted attempt at jarring things up with a "Career mode" that lets you tweak about as, but it's not on a par with its contemporaries.

Character design in *Bloody Roar* has always been ridiculous, but *BR4*'s raise some fun questions: Why would I want to be a fighter who turns into a bunny, when I have the choice to be one who turns into a demon covered in spikes? If the hook is that you turn into a creature, why does one of the girls do no more than change into a different outfit?

There's little to redeem *BR4*. Just buy *Soul Calibur 2* instead. **John Davison**





# 11/19/04

is the projected release date for *SpongeBob SquarePants*, the movie.



## SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM

**Publisher:** THQ  
**Developer:** Heavy Iron  
**MSRP:** \$49.99 **ESRB:** Everyone  
 Who lives in a pineapple under the sea?  
*SpongeBob SquarePants!*  
 Absorbent and yellow and porous is he!  
*SpongeBob SquarePants!*  
 If nautical nonsense be something you wish,  
*SpongeBob SquarePants!*  
 Then drop on the deck and flop like a fish!  
*SpongeBob SquarePants!*  
 Whose game on PS2's better than Tak?  
*SpongeBob SquarePants!*  
 And for that matter, it's better than Jak!  
*SpongeBob SquarePants!*  
*SpongeBob SquarePants!*  
*SpongeBob SquarePants!*  
*SpongeBob...SquarePants!*

The graphics are charming and just like the show,  
*SpongeBob SquarePants!*  
 And we bet you thought that our score would be low!  
*SpongeBob SquarePants!*  
 The humor and writing is really top-notch  
*SpongeBob SquarePants!*  
 It's just like the show that we all love to watch!  
*SpongeBob SquarePants!*  
 The gameplay is simple but never gets dull  
*SpongeBob SquarePants!*  
 There are plenty of puzzles on which you can mull!  
*SpongeBob SquarePants!*  
*SpongeBob SquarePants!*  
*SpongeBob SquarePants!*  
*SpongeBob...SquarePants!*

Underwear hungee jumping is much fun!  
*SpongeBob SquarePants!*  
 And tongue boarding's something that has to be done!  
*SpongeBob SquarePants!*  
 SpongeBob has chums, and he thinks they are swell  
*SpongeBob SquarePants!*  
 Sandy and Patrick, you play them as well!  
*SpongeBob SquarePants!*  
 Switching between them is what you must do  
*SpongeBob SquarePants!*  
 To beat evil Plankton and jump over goo!  
*SpongeBob SquarePants!*  
*SpongeBob...SquarePants!*

It's not just for kids, it's for adults as well,  
*SpongeBob SquarePants!*  
 The gameplay and humor, it really does gel.  
*SpongeBob SquarePants!*  
 It's easily better than most of its peers  
*SpongeBob SquarePants!*  
 If you don't believe us, we'll yank on your ears!  
*SpongeBob SquarePants!*  
 Try it, you'll love it, we promise it's good  
*SpongeBob SquarePants!*  
 It plays just like platform games re-a-lly should!  
*SpongeBob SquarePants!*  
*SpongeBob SquarePants!*  
*SpongeBob SquarePants!*  
*SpongeBob...SquarePants!*  
**John Davison**



## FINAL FANTASY: UNLIMITED



PHASE 1 IS AVAILABLE ON A SINGLE DVD OR IN A COLLECTOR'S EDITION WITH A CUSTOM ART BOX TO HOUSE THE ENTIRE FF:U SERIES, PLUS A FREE T-SHIRT OFFER!

### DVD FEATURES:

4 COMPLETE EPISODES • VOICE ACTOR COMMENTARY  
 PRODUCTION SKETCHES • KEY ANIMATION BACKGROUNDS  
 PRELIMINARY FF:U ILLUSTRATIONS • CLEAN OPENING/CLOSING  
 CHARACTER/SUMMON BOOKLET • REVERSIBLE COVER

Animated by GONZO (*Full Metal Panic!*) and directed by Mahiro Maeda (*The Animatrix: Second Renaissance*).

AVAILABLE NOW EXCLUSIVELY FROM ADV FILMS.



[www.advfirms.com](http://www.advfirms.com)

AVAILABLE AT THESE AND OTHER FINE RETAILERS:



Final Fantasy: Unlimited © SQUARE ENIX • TV TOKYO • DENSHU • FEJ3 PRODUCTION COMMITTEE



**S**ometimes, developers will give you all kinds of tantalizing tidbits about their titles. They'll giddily proclaim that their homegrown innovations will "change everything" or that they're "rethinking the genre" or "altering the way we play." Once in a while, it's actually true—take *Grand Theft Auto*—but quite often, it's a heaping helping of hogwash with a mere morsel of truth tossed in. Most of the time, these guys are just smoking their own dope.

For months now, we've been prattling on about the RPG-like elements in *Going Commando*. It's the message the folks at Sony and Insomniac have been delivering to us, and we've passed it on to you, primarily because we bought into it ourselves after blasting through several preview versions.

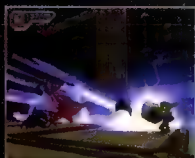
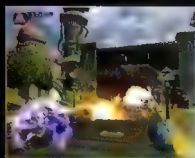
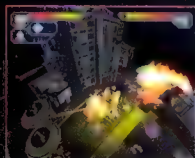
The good news? *It's all true*. The subtlet of tweaks, along with a handful of inspired but oh-so-obvious additions, have radically changed *Ratchet & Clank*, yielding a sequel that's even better than the first. It's already gotten my vote for Platformer of the Year, second-year running.

I love this game.

From the moment you load it up, *Commando* is instantly enjoyable. Think about it: You get to hop around, blowing the living hell out of all kinds of things (it's OK...they deserve it), in a vibrant, cartoony world that's busting at the seams with life and personality. That's gotta be fun, right? Plus, *Commando* is brilliantly balanced, thanks in no small part to its fantastic learning curve.

But fans of the first *Ratchet* already know how satisfying this game can be. So what about all that new stuff?

The biggest improvement—the RPG-style character growth—really and truly changes everything. I kid you not. Replaying a section is now a reward unto



itself, since you gain experience for every enemy you kill. Stuck at a tough spot? No worries. Keep trying, and eventually you'll either get strong enough or earn enough bolts to buy a new weapon that might help you out of a particular jam.

Speaking of weapons, those level up, too, giving you yet another incentive to rotate through your repertoire, trying everything, building up your arsenal of weapons into new, more powerful versions. Some of the weapon evolutions are wonderfully creative and incredibly effective. This not only adds to the game's already significant variety, but also plays a huge role in the weapons strategy. You can employ your own approach to many areas, using different combinations of guns, gadgets, and gaming skills to get by. Play *Commando* at the same time as a



pal of yours, and you're sure to have some very different experiences. Weapons strategy is essential, but there's never just one right answer for any situation. That rocks.

Insomniac also implemented a few small fixes that make a big difference. Strafing, for example, lets you focus on your killing spree without worrying about the camera going gonzo. The characters have also grown up somewhat, becoming a bit more appealing in the process (*Ratchet* is less judgmental, *Clank* is more so). And the engaging array of clever gadgets, as well as the selection of full-featured minigames, add a lot of extra spice to this already tasty dish.

But the best thing about *Commando*? It never forgets it's a game. Take the *Clank* solo missions. Consider the wonderful absurdity of running into a



Hammer Bot ("Use it to hammer objects") right near a point where you have to...hammer something! Insomniac obviously worked hard to create a game that rethinks the platform genre, but it still knows how to have a good time, tossing

a wink and a nod at fellow gamers who also know what this is all about: fun.

Man, I really love this game.

**Gary Steinman**



# RATCHET & CLANK GOING COMMANDO

Guns, gadgets, and pure gaming genius

Publisher: Sony CEA Developer: Insomniac MSRP: \$399.99 ESRB: Teen





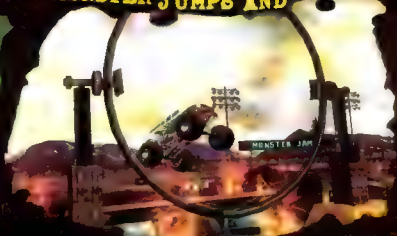
# BIG. OFFROAD. RACING.



TONS OF TITANIC TRUCKS

MONSTER JUMPS AND STUNTS

BLAZING  
HEAD-TO-HEAD  
RACING



# MONSTER

4x4  
MASTERS OF METAL

[www.monster4x4.com](http://www.monster4x4.com)

Ubisoft  
www.ubisoft.com

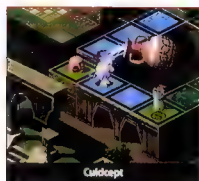
POWERED BY  
MONSTER  
JAM

PlayStation 2



© 2003 SPX Motor Sports, Inc. All Rights Reserved. "Monster Sports" and "Monster Jam" are trademarks of SPX Motor Sports, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2003 Nintendo.





Cultcept



Cultcept

## CULDCEPT

Publisher: NEC Interchange

Developer: Omega Soft

MSRP: \$39.99 ESRB: T

Do you like *Monopoly* but wish it featured more fantasy trappings and colorful cards? Well, has NEC got a deal for you with *Culdcept*.

Despite the presence of a 60-page in-game manual, *Culdcept* isn't nearly as complicated as it seems at first glance, essentially, you take over spaces on the board and then spend money to raise their total value. The more spaces of a certain type you own, the more valuable every one of those spaces becomes. Is any of this sounding familiar yet? The twist in the basic *Monopoly* format is the use of creature, item, and spell cards to maintain your hold on the properties you've taken.

The result is, as these things tend to be, variably enjoyable depend on whether you're playing against people or the computer. There's a goofy Story mode for single player, wherein the world's oddest mentor figure (a kind of wizened, humanoid worm) leads you around a map as you thwart evildoers and save the world through playing board games. The multiplayer mode is more traditional, but at least it doesn't have a CPU opponent that seems to give itself the best draws and rolls on every turn.

Both modes, though, are enhanced by very nice graphics for a game of this sort, including some nice card art. (Though some of it is pretty risqué, so know what you're getting into before inviting the whole family to join in.) Anyone who liked *Top Shop* on PS1 should check this out.

Nich Maragos



Dynasty Warriors 4: Xtreme Legends

## DYNASTY WARRIORS 4: XTREME LEGENDS

Publisher: Koei

Developer: Omega Force

MSRP: \$39.99 ESRB: T

It's easy to write off *Dynasty Warriors 4: Xtreme Legends* as just an expansion pack to one of the greatest, most epic hack-n-slash games ever—and in some ways that's fair. Given a choice between owning only *Xtreme* and owning only the *Dynasty Warriors 4* re-release, last spring I went with the PC expansion pack, you don't need the core game to play *Xtreme*, you're still getting a better package with the older choice. But this one is worth picking up, too.

Defeating the new legends mode with each of the game's 42 characters easily offers well over 10 hours of gameplay in itself. In this mode, each Three Kingdoms badass is confronted with a single, wholly unique mission based loosely, like no doubt on Chinese history, where it's quite literally he or she against hundreds upon hundreds of enemies with minimal help. A powered-up character from *Dynasty 4* makes things considerably easier; without one, you might find yourself switching the difficulty to Easy just so you stand a chance.

The other new mode of note, *Xtreme*, sort of combines the "buy stuff" element of adventure games with the concept of Survival mode in a fight 'n' game. Choose your character and continue fighting a series of randomly generated, somewhat smaller battles until he dies. Your health doesn't regenerate between battles, so it's imperative to use the points you've earned to buy health and other power-ups between skirmishes. You can even get other characters to join your cause by performing specific tasks for them in a given battle. I love the

idea behind *Xtreme* mode, but there's a catch. Since everything's random (and maybe even because this is just an expansion pack), you're not getting any story here, nor do you have any sort of ending to look forward to. You just go until you bite it. It sort of feels like a really deep arcade game, which might be perfect for anyone who just wants to kick butt for an hour or so every so often.

The rest of *Xtreme's* additions are kind of nice, but no big deal. New arena challenges, the ability to make your maxed-out characters even stronger, new difficulty levels, that kind of thing. *Dynasty Warriors* maniacs (i.e., people like me) will love it. The rest of you should only bother if you'd rather pay 20 bucks less for a stripped-down version of what the full game has to offer.

Chris Baker



Dynasty Warriors 4: Xtreme Legends



Dynasty Warriors 4: Xtreme Legends



FIFA Soccer 2004

## FIFA SOCCER 2004

Publisher: EA Sport

Developer: EA Sport

MSRP: \$39.99 ESRB: Everyone

It was only a matter of time before *FIFA* got the full-on *Madden* treatment, and now it's finally happened. Every year things have improved, but the franchise has never quite had the same kick behind it as its stablemate. This year sees the most comprehensive overhaul of the game that I can remember seeing in a long time, and it ably exemplifies the dramatic differences between EA Sports' approach to the game, and that of Konami with *Winning Eleven*.

The new features *FIFA* boasts would take forever to list, so here are the most significant. First, it has online play now—and all of the lobby-related goodness that we now come to expect from EA Sports. Second, there's a new "off the ball" control method (and they've even trademarked the term

"Off The Ball") that lets you hold down a shoulder button and move a player into place while the other retains possession. Initially it makes you feel like you're splitting your brain in two, but with practice it's incredibly intuitive. Third, there's a full-on manager mode now, and a much more complex career mode, which is similar to that in *Madden*. You run everything from training schedules to tactics and even budgets, and playing through just one season in this mode is the sort of thing that will require time off from school or work in order to really sink your teeth into. It's almost too much of a time investment, really, but it's incredibly deep. Finally, EA Sports has upped the licensing ante with 16 leagues comprising over 15,000 players. If you have kids who play soccer every other Saturday, there's a chance they're in here somewhere.

With such a spectacularly comprehensive approach to the sport and the business that surrounds it, you'd be forgiven for thinking that the intimacy of the game was lost. *Winning Eleven* has always been *FIFA* in this regard, and I think at a push, it still does. That said, with all of the new stuff piled on top of the game in *FIFA*, it's admirable to see such a major reworking of the way it plays. The sensation of *FIFA* "playing itself" is pretty much gone, and it's clear that the A.I. has been seriously overhauled.

The answer to "Winning Eleven or *FIFA*?" is now purely a matter of taste. Both are excellent for different reasons, but if you want to fully immerse yourself in soccer culture, *FIFA* is pretty incredible.

John Davison



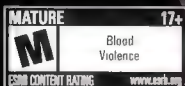




Let the transformation begin.

# 獣吼 BLOODY ROAR 4

You're no longer human.  
Animal instinct takes over.  
You're a vicious beast and you're  
out for blood. Bloody Roar 4,  
the original beast brawler is back  
and it's darker and more ferocious  
than ever. You're in for a brutal,  
bloody fight. Built on a new  
3D combat system, Bloody Roar 4  
has new characters, deadlier  
combos, faster action and the  
ability to customize your fighting.  
Show no mercy as you claw  
your way to the top.



PlayStation 2

KONAMI

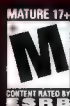
© 2003 HUDSON SOFT / © FIGHTING 2003. ALL RIGHTS RESERVED. Distributed by Konami of America, Inc. All other trademarks and registered trademarks of the Interactive Digital Software Association, "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

[www.konami.com/us/](http://www.konami.com/us/)



Black Ops Game Engine © 1999-2003 by Black Ops Entertainment, LLC. Black Ops Entertainment is a trademark of Black Ops Entertainment, LLC. Fugitive Hunter © 2002 Black Ops Entertainment LLC. Encore Software and the Encore logo are registered trademarks of Encore Software, Inc. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

# FUGITIVE HUNTER



BLOOD AND GORE  
STRONG LANGUAGE  
VIOLENCE



PlayStation 2





**DRUG LORDS  
KILLERS  
TERRORISTS  
BEWARE.**

**HUNTING SEASON  
IS NOW OPEN.**

**NOVEMBER 2003**

[www.fugitive-hunter.com](http://www.fugitive-hunter.com)



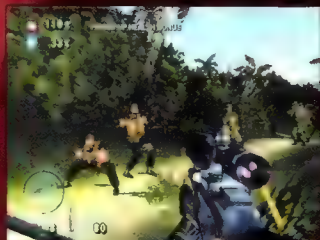
**Fight Terror** – Lock up bankrobbers, money launderers, gun runners and more.



Switch from a 1<sup>st</sup> person shooter to a 3<sup>rd</sup> person fighter for brutal hand-to-hand combat.



Track 11 armed and dangerous felons through Afghanistan, the Caribbean, Paris, Utah and Miami.



Fire rocket launchers, shotguns, sniper rifles and more.



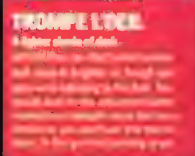


# REVIEWS

Editor: Brad  
Ward & The Team

## GOOD NEWS, BAD NEWS

Green Mile star Michael Clarke Duncan is the voice of one of your teammates in *SOCOM II*. Unfortunately, he's really, really bad at it.



**S**top for a moment and make a list of everything you would have liked to have seen done better in the first *SOCOM*. OK, time's up, pencils down. Let's take a look at your list.

Does it include things like smarter enemies and teammates? Does it include better voice recognition and handling of voice chat in online play? How about bigger, more detailed, more realistic levels? Are online buddy lists on there? How about deeper options for setting up a game online? Denser foliage to hide in? A wider

array of weapons? I'm sure some of you crazy bastards put stuff like rocket launchers and respawning and rebotted versions of the original online maps.

Well, guess what? If you have any of these things on your list, *SOCOM II* is going to make you a happy camper. No, Zipper didn't read your minds; they just read your messages—you know, the ones you posted in places like magazine message boards that you think developers never read.

Let's start with the one-player mode: Mission structure is now

much deeper and more varied. You might start off with just a few basic objectives, but these branch out, opening new primary and secondary objectives as you go on. (And while we're on the topic, there are a lot more secondary objectives, which will have the obses-

sives among us working even harder to get everything just right.)

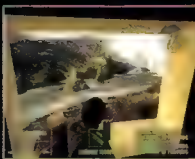
There are also a bunch of bonus objectives that will carry over from mission to mission; some levels will have just one bonus objective, others might have three or four. These contribute to your overall grade—which is now much more detailed, by the way. You get very specific stats of how you did (both single player and online), which make it much easier to try for a higher grade the next time around.

The whole game also has a lot more personality—for example, if you're stealthy, you'll overhear enemy conversations all over the place. These can offer important information or be completely irrelevant (and often comical). All the A.I. characters have a lot more depth—and a lot more intelligence (although on the easiest difficulty, they still seem a little clueless).

Your team is a lot smarter, too;

### FULL ZONES

**But, wait, I heard!**  
When you first go online with *SOCOM II*, it may seem like it takes really tough shots to bring an enemy down. This is because the game uses a new system of hit zones: How a hit to the arm or leg does much less damage than a hit to the torso or head. The new hit zones encourage burst fire instead of full-auto mode. Because the longer you use an automatic weapon as full auto, the worse your aim gets. It also means that your brand-new shotgun isn't quite the powerhouse it seems, since you'll need to get right next to an enemy for the shot to count.



members now listen to what you tell them. They'll get in your way from time to time, but generally, they're really good about anticipating what you're asking of them.

And then there's the online mode. Holy crap, it's awesome. The new levels, with the exception of maybe one or two, are just incredible; they're designed in such a way that you want to try to rescue the hostages or blow up the enemy base—not just kill all the bad men. And the new options for setting up a game are most welcome: You can queue up as many maps as you want, you can set game length and number of rounds required to win, and you can make adjustments to available weapons (e.g., sniper rifles only, no explosives, pistols only). And yes, you can even choose to allow respawning (on Suppression maps only, though).

In short, *SOCOM II* has addressed nearly every complaint I had about the first game, and added a bunch of new features on top of that. If you like the first game at all, run—don't walk, run—to get this game. I'll see you online.

Joe Rybicki



# SOCOM II U.S. NAVY SEALS

All we could have asked for, and more

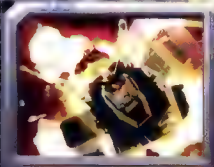
Publisher: Sony CEA Developer: Zipper Interactive MSRP: \$49.99 ESRB: Mature



FEATURING UC 0079,  
0083 AND MORE!



Action-packed space  
shooter featuring  
reanimated footage from  
UC 0079 and 0083!



70+ mobile suits and  
mobile armors from 0079,  
0083, Gundam Wing, G  
Gundam, Gundam Seed.  
Plus original MS created  
for the game!



5 playable modes  
including 2 player VS  
Mode!



Blood and Gore  
Mild Language  
Violence

CARTOON  
NETWORK

PlayStation 2



[WWW.BANDAI GAMES.COM](http://WWW.BANDAI GAMES.COM) | [WWW.GUNDAMOFFICIAL.COM](http://WWW.GUNDAMOFFICIAL.COM)

# MOBILE SUIT **GUNDAM** ENCOUNTERS IN SPACE

The Mobile Suits are BACK! This time in  
a totally new way, and with the best of both worlds.





Gladiator: Sword of Vengeance



Gladiator: Sword of Vengeance

## GLADIATOR: SWORD OF VENGEANCE

**Publisher:** Acclaim  
**Developer:** Acclaim Studios Manchester  
**MSRP:** \$69.99 **ESRB:** Mature  
If you're like me, you can usually tell within the first few minutes of a game whether or not you're going to love or hate it. *Gladiator* is an exception to that rule.

The opening sequence is quick-paced and gives an overall feeling of triumph as you hack-n-slash through teams of other gladiators in front of an enthusiastic crowd of 50,000. The new evil emperor hates you, Thrax (the fallen Emperor Trajan's greatest gladiator)—all bogus history, by the way, and has thrust you into an invigorating battle royale, taunting you all the while. An epic score and cinematic camera angles further the feeling of being a polygonal Russell Crowe. But soon enough, you're thrust into a mythic land of skeletons, cyclops, and other such foes—and it's all downhill from there.

With every hack and slash you execute—and there will be thousands in this very game—the enthusiasm you feel during the first 10 minutes dwindles exponentially. You soon realize what a limited combat system of Thrax's boy has at his disposal—one so flawed and needlessly complicated that you never feel like you have full control. Even when you fight well, a mass of random particle effects absolutely engulfs Thrax's body; you want to fight poorly just so the effect wears off and you can see him. At certain points, you simply feel total frustration—you just wanna stop playing sometimes. Of course, you're better off never starting at all.

Chris Baker



I-Ninja

## I-NINJA

**Publisher:** Namco  
**Developer:** Argonaut  
**MSRP:** \$69.99 **ESRB:** Teen  
I had such high hopes for *I-Ninja*. From the moment I first laid eyes on him at this year's E3, I was smitten with the game's too-cute-ninja. Now, after beating the game, I still have high hopes.

In other words, *I-Ninja* is a bit of a disappointment. That's not to say this is a bad game. In fact, *I-Ninja* does what it does very well, offering a decent challenge, a few hearty chuckles, and plenty of personality.

Unfortunately, *I-Ninja* doesn't do a heckuva lot of, well, anything. You can easily beat this game in a few short sessions, and you'll quickly forget about it afterward.

But, see, I still love this character. Plus, Argonaut has proven it can make a polished (if derivative) platformer that has the *potential* to stand with the big boys. So here's

my plea to hardcore platform fanatics and, uh, rich kids everywhere: Buy this game. For me. If only so I can see a sequel!

Here's what you'll get: Five worlds, each with a handful of levels. I think there's about 20 in all, but that's not counting the bonus areas and the boss fights. Each level is a total blast, full of just about every platformer trick under the sun: jumping segments, superfantastic ninja combat rail grinds, Sonic-esque speed tracks, more jumping bits, ninja bowling [think Sega's *Super Monkey Ball*, but with a ninjaball instead of the ball, moving down a series of enemy ninjas], ninja wall-running, more jumping bits, a few short segments, some clever puzzles, a robo-robot battle, a ninja factor, a visit to the moon (naturally), and—you guessed it—more more jumpy bits.

Not bad for a few bucks, but keep in mind that each level is pretty darn derivative, and the levels in each world are awfully similar. Plus, you're forced to replay these levels a million times, since you need to earn credits to unlock later levels. Granted, you do have to overcome a new set of challenges: defeat X number of enemies, complete Y amount of time—but that's not enough to keep me here. Replay value is a very good thing, but I forced replay early and often, and it's not.

So although *I-Ninja* is a raucous romp while it lasts, there just isn't enough to it. It's the perfect rental, but a marginal purchase at best.

But you're gonna buy it anyway, right? For me? I really want to see a sequel that lets my favorite ninja shine as brightly as he deserves!

Gary Steinman



Karaoke Revolution

## KARAOKE REVOLUTION

**Publisher:** Konami  
**Developer:** Konami  
**MSRP:** \$69.99 **ESRB:** Everyone  
*Karaoke Revolution* is more than I expected, but less than I wanted.

It's more than I expected because the collection of songs is really quite spectacular. Looking at the list, you may think there's a lot of songs you wouldn't really care about. Truth be told, you're probably right. But—bet you'd be interested in at least 75 percent of the tunes—and that 25 percent is significant because in Showtime mode [the central "career" mode of the game], you get to choose one of four songs for each stage. Those four songs have been very carefully selected so that at least one in each stage should be something with which you have at least a passing familiarity. In fact, there was only one stage in which I really had to look it through a song, and that's only because I didn't listen to the radio enough [more specifically, not at all] to have any kind of knowledge of Michelle Branch.

But that leads me to the only disappointment of the game. As a singer without any formal training [those who have heard me sing can attest to that], I was expecting *Karaoke Revolution* to both challenge and train me—that is, I expected to have some difficulty, at least on the higher challenge levels, that could only be overcome by becoming a better singer.

No such luck. Even with my just passable singing skill, I was able to breeze through the game on Expert difficulty in the time it took to play through each one of the songs. And that's even with fudging my way through that Michelle Branch song.

See, as long as you're roughly in

pitch, you can get by. "Roughly in pitch" is defined more strictly in the higher difficulty levels, but it's still a fairly wide range. And you don't even have to sing the right words; c b k e pointed out that you can hum your way through. It's the End of the World As We Know It [And I Feel Fine] and earn a nearly perfect score. Gary also demonstrated this admirably by professing his love for Gancarlo, loudly and often, throughout a stirring rendition of "Like a Virgin."

As you can probably imagine, though, *Karaoke Revolution* is one hell of a party game. If you like music and you have friends who like music, don't even think about it—buy this. It won't matter if you or your friends can sing, it's more fun if you can't, actually. But if you're looking for a real challenge, you won't find it here.

Joe Rybicki



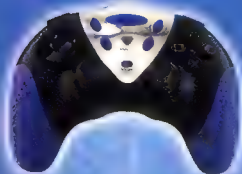
Karaoke Revolution



Karaoke Revolution



# Maximize your Competitive Edge



Williams Cyberblasters



Mrs. Consoles



Marvin's Screens



Douglas Systems



Racing Wheels



Aluminum Protective Cases

## Maximum Gaming

For PlayStation® 2

© 2000 Intel Corporation. Intel, the Intel logo, and the Intel Inside logo are trademarks or registered trademarks of Intel Corporation or its subsidiaries in the United States and other countries. All other trademarks are the property of their respective owners.





# REVIEWS

Just installed  
works and issues

**SMALL WORLD**  
Eddy Brucher, who played Tami  
Barton in *The Gungor*  
E. Brucher also played Edoardo in *A North American*



Kill Switch



Metal Arms: Glitch in the System



Mobile Suit Gundam: EIS



Mobile Suit Gundam: EIS

## KILL SWITCH

Publisher: Namco

Developer: Namco

MSRP: \$49.99 ESRB: Teen

I have to admit to being utterly ambivalent to the whole idea of this game until recently. Since we first saw details about the game, I've feared that it's nothing more than a one-trick pony. The trick? The much-ballyhooed shooting-around-corners-without-looking thing. It's a neat idea, but so what? Surely it's just a gimmick? Well, no.

*Kill Switch* isn't a *Metal Gear* clone, nor is it a *Splinter Cell* or a *Spyglass* wannabe. It's a shooter, pure and simple—but it's filled with cool ideas and a control system to die for. You're not really sneaking around, but you are hiding a lot—and it's the mechanics behind the hiding that makes the game so damn satisfying.

A lot of games try very hard to convey the feeling of being right in the middle of an "oh crap, I'm going to get my ass shot off" fire-fight, but few have captured the pace and tactics needed to survive such an encounter. *Kill Switch* does a fantastic job though, and as you're ducking behind crates, peeping around corners, and mowing down bad guys with an assortment of weapons, there's an unbroken level of tension that few games can match. You listen for the enemy fire, wait for them to

reload, come out of hiding, and open up on them. The A.I. is particularly good when it comes to the enemies' reactions to you because you can drive them nuts by just crouching behind something, poking your gun over your head, and spraying the room with bullets. Toss a grenade into a room, and they'll run away, desperate to save themselves.

In a lot of ways, *Kill Switch* feels like it was designed as a first-person shooter and then reworked as a third-person game when the development team twigged to the whole hiding thing. Considering you can see your character, he's actually pretty soulless, and by no means as much of a focal point as Snake, Gabe, or Sam in their respective games. There is something of a twist to the game's story though, and that goes some way to explaining this. I won't spoil it for you, but ultimately, this is more than your usual lone warrior saving the world from unspeakable evil. It's not a huge shock when the mystery is revealed, but at least you get the feeling that Namco is trying to do something a little different.

This could easily have been just another action game, but the result is far more than that.

John Davison



## METAL ARMS: GLITCH IN THE SYSTEM

Publisher: Vivendi Universal

Developer: Swingin' Ape/Mas Media

MSRP: \$49.99 ESRB: Teen

At first glance, *Metal Arms: Glitch in the System* looks like some sort of *Bionicle* knockoff for kiddies, but such impressions are quickly wiped away once you experience the challenging firefights and pushing-the-limits-of-the-Teen-rating dialogue. I laughed and raised my eyebrows when I heard bleeped-out profanity and some fairly shocking innuendoes (the titular Glitch, a cute little scrapper, at one point proclaims to an enemy, "I'll break your leg servos and empty my oil reserves onto your eyes").

*Metal Arms* is categorized as a third-person shooter, but "pure, difficult robot combat" is the better phrase for it. There's a lot of shooting, jumping, upgrading of weapons, possessing of enemy

robots, and driving, all spanning 41 levels—which translates into significantly more than just a weekend rental. But the unbetterable brutality of the enemy A.I., even in Normal mode, means the game can vacillate from challenging to downright frustrating. Yet, for all the times I was pissed off, I still felt compelled to move on to see the level, and the next weapon upgrade, enemy robot, or vehicle I could use. Plus, Multiplayer caps off the overall package nicely.

Besides its harsh difficulty and a tendency to be a little less-than-clear about mission objectives, the only other real ding against *Metal Arms* is the slowdown that occurs in particularly heavy combat. Otherwise, this is a surprisingly decent little shooter. Plus, it has swearing robots!

Thierry Nguyen



Metal Arms: Glitch in the System

## MOBILE SUIT GUNDAM: ENCOUNTERS IN SPACE

Publisher: Bandai

Developer: Bandai

MSRP: \$49.99 ESRB: Rating Pending

This game gets one star. Let me break down that star for you.

One fourth of the star is for Char Aznable, Mobile Suit ace of the Principality of Zeon. One fourth of the star is for Hajime Katoki, designer of the MS-06F Zaku II, whose work I have always admired. One fourth is for Yoshiyuki Tomino, who is insane now, but who was a genius perhaps 20 years ago. And one fourth of the star is for the SD Sayla Mass who trots back and forth on the main loading screen.

The rest of this game gets nothing, and smiles. Even if you're a hardcore Gundam fan and are easily duped—like the half-million geeks in Japan who bought this on launch day—you will likely still find it about as fun as a Heat Hawk to the groin. It's a railshooter with controls so simple and limited that my initial reaction was to assume a fundamental failure of comprehension on my part.

Surely, I thought, I have more options here. Surely, I thought, the auto-aim isn't so simple. Surely, I thought, I can move the Gundam freely on the Y-axis instead of trusting to broken digital pitch controls or watching the cinematic camera move things around for me. Surely, I thought, the challenge level has a setting other than "stupid easy" or "mind-bogglingly confusing because the mutant aiming system bites."

I thought wrong. *Encounters in Space* is just that bad, with only enough finer points to deserve, as accounted for above, one star.

Dave Smith



Kill Switch



Kill Switch



**mattsmall@zxlmedia.net**

**bigdog@180digi.org**

kari@daxi.com

marky\_m@mail.com

be\_my\_gimp@studio358.com

**jay\_nelson@benitron.com**

**m-rockett@v-systems.com**

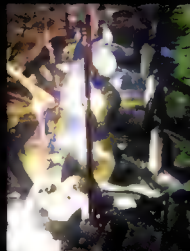
**c-money@flexyte.net**

theexecutioner@zarbnet.com

m\_michaud@atlbank.com

the\_decapitator@lebocom.org

**your\_daddy@pgindustries.com**



THE T

### Mild Violence



PlayStation 2

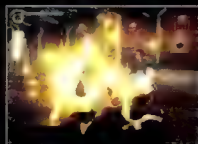


# RISK ENGINE

LEAD THE CHARGE AND ATTACK ANYONE, ANYTIME, ANYWHERE WITH RISK FOR PLAYSTATION 2, THE ULTIMATE ONLINE RISK EXPERIENCE. YOU CAN WAGE AUTHENTIC MULTIPLE-PLAYER BATTLES WITH YOUR FRIENDS AT HOME OR ENGAGE FOES FROM AROUND THE WORLD IN A MERCILESS ONLINE SKIRMISH COMMANDED FROM THE COMFORT OF AN ARMCHAIR. THE INVASION OF YOUR LIVING ROOM HAS BEGUN.

1  
 2  
 3  
 4  
 5  
 6  
 7  
 8  
 9  
 10  
 11  
 12  
 13  
 14  
 15  
 16  
 17  
 18  
 19  
 20  
 21  
 22  
 23  
 24  
 25  
 26  
 27  
 28  
 29  
 30  
 31  
 32  
 33  
 34  
 35  
 36  
 37  
 38  
 39  
 40  
 41  
 42  
 43  
 44  
 45  
 46  
 47  
 48  
 49  
 50  
 51  
 52  
 53  
 54  
 55  
 56  
 57  
 58  
 59  
 60  
 61  
 62  
 63  
 64  
 65  
 66  
 67  
 68  
 69  
 70  
 71  
 72  
 73  
 74  
 75  
 76  
 77  
 78  
 79  
 80  
 81  
 82  
 83  
 84  
 85  
 86  
 87  
 88  
 89  
 90  
 91  
 92  
 93  
 94  
 95  
 96  
 97  
 98  
 99  
 100  
 101  
 102  
 103  
 104  
 105  
 106  
 107  
 108  
 109  
 110  
 111  
 112  
 113  
 114  
 115  
 116  
 117  
 118  
 119  
 120  
 121  
 122  
 123  
 124  
 125  
 126  
 127  
 128  
 129  
 130  
 131  
 132  
 133  
 134  
 135  
 136  
 137  
 138  
 139  
 140  
 141  
 142  
 143  
 144  
 145  
 146  
 147  
 148  
 149  
 150  
 151  
 152  
 153  
 154  
 155  
 156  
 157  
 158  
 159  
 160  
 161  
 162  
 163  
 164  
 165  
 166  
 167  
 168  
 169  
 170  
 171  
 172  
 173  
 174  
 175  
 176  
 177  
 178  
 179  
 180  
 181  
 182  
 183  
 184  
 185  
 186  
 187  
 188  
 189  
 190  
 191  
 192  
 193  
 194  
 195  
 196  
 197  
 198  
 199  
 200  
 201  
 202  
 203  
 204  
 205  
 206  
 207  
 208  
 209  
 210  
 211  
 212  
 213  
 214  
 215  
 216  
 217  
 218  
 219  
 220  
 221  
 222  
 223  
 224  
 225  
 226  
 227  
 228  
 229  
 230  
 231  
 232  
 233  
 234  
 235  
 236  
 237  
 238  
 239  
 240  
 241  
 242  
 243  
 244  
 245  
 246  
 247  
 248  
 249  
 250  
 251  
 252  
 253  
 254  
 255  
 256  
 257  
 258  
 259  
 260  
 261  
 262  
 263  
 264  
 265  
 266  
 267  
 268  
 269  
 270  
 271  
 272  
 273  
 274  
 275  
 276  
 277  
 278  
 279  
 280  
 281  
 282  
 283  
 284  
 285  
 286  
 287  
 288  
 289  
 290  
 291  
 292  
 293  
 294  
 295  
 296  
 297  
 298  
 299  
 300  
 301  
 302  
 303  
 304  
 305  
 306  
 307  
 308  
 309  
 310  
 311  
 312  
 313  
 314  
 315  
 316  
 317  
 318  
 319  
 320  
 321  
 322  
 323  
 324  
 325  
 326  
 327  
 328  
 329  
 330  
 331  
 332  
 333  
 334  
 335  
 336  
 337  
 338  
 339  
 340  
 341  
 342  
 343  
 344  
 345  
 346  
 347  
 348  
 349  
 350  
 351  
 352  
 353  
 354  
 355  
 356  
 357  
 358  
 359  
 360  
 361  
 362  
 363  
 364  
 365  
 366  
 367  
 368  
 369  
 370  
 371  
 372  
 373  
 374  
 375  
 376  
 377  
 378  
 379  
 380  
 381  
 382  
 383  
 384  
 385  
 386  
 387  
 388  
 389  
 390  
 391  
 392  
 393  
 394  
 395  
 396  
 397  
 398  
 399  
 400  
 401  
 402  
 403  
 404  
 405  
 406  
 407  
 408  
 409  
 410  
 411  
 412  
 413  
 414  
 415  
 416  
 417  
 418  
 419  
 420  
 421  
 422  
 423  
 424  
 425  
 426  
 427  
 428  
 429  
 430  
 431  
 432  
 433  
 434  
 435  
 436  
 437  
 438  
 439  
 440  
 441  
 442  
 443  
 444  
 445  
 446  
 447  
 448  
 449  
 450  
 451  
 452  
 453  
 454  
 455  
 456  
 457  
 458  
 459  
 460  
 461  
 462  
 463  
 464  
 465  
 466  
 467  
 468  
 469  
 470  
 471  
 472  
 473  
 474  
 475  
 476  
 477  
 478  
 479  
 480  
 481  
 482  
 483  
 484  
 485  
 486  
 487  
 488  
 489  
 490  
 491  
 492  
 493  
 494  
 495  
 496  
 497  
 498  
 499  
 500  
 501  
 502  
 503  
 504  
 505  
 506  
 507  
 508  
 509  
 510  
 511  
 512  
 513  
 514  
 515  
 516  
 517  
 518  
 519  
 520  
 521  
 522  
 523  
 524  
 525





**P**rince of Persia: *The Sands of Time* is one of my favorite games, ever. I'm tempted to just stop the review there and let you experience this excellent game for yourself, but then you'd be staring at all this blank space and you'd feel like you haven't gotten your money's worth, so I suppose I'll keep going.

Just so you know, though, the rest of this review is basically going to consist of me talking about *Sands of Time* being one of my favorite games, ever. Your time would arguably be better spent getting your ass down to EB to pick up this amazing game than listening to me gush about how amazing a game it is. But hey, it's your life.

Now that we're clear on that, let's talk about graphics. I can't think of a single game that looks better. Not on PS2, not on any other system. And

I'm not just talking about technology here; while the game does certainly boast a bunch of eye-popping technology, it goes way beyond that. It goes into the

realm of art.

Wait, what? Art in games? I know, I was as shocked as you are. But there's a level of beauty here that can't be explained away through technology. The softened edges that hint at dust in the air, the gently filtered light, the feathery look of the palm trees...it's all so gorgeous.

Eye candy only goes so far, of course, and most of the time the gameplay doesn't match the standard set by spectacular graphics. Not so here.

Although it would be quite a stretch to call *Prince* a puzzle game, there is a certain cerebral element behind all the running-jumping-swinging gameplay. Like *Ico*, it takes a little bit of thought to figure out how to get from point A to point B. On top of that are a few genuine puzzles—they're not brain-busters, but they will probably throw you for a loop until you figure out the (in retrospect, quite simple) solution.

Unlike *Ico*, thankfully, there's a hell of a lot more action—atmost a fault, in fact. As you get deeper into the game you'll end up in the midst of battles that seem like they'll never end. Most of the time, the evolution of your skills and

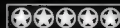
your comfort with using advanced techniques keeps pace with the ramped-up difficulty in battle—but there were a few moments where I felt overwhelmed. Luckily, the game is extraordinarily forgiving with saves and checkpoints, so much so that you'll never really lose more than a couple minutes of progress.

That's a good thing, because the game proved much longer than I expected. Ubisoft told us they'd estimated it at around 13 hours...but even after all the playing I did while working on last month's feature, it still took me nearly 20 hours.

Complaints? Sure, no game's perfect. I noticed a few areas where the camera went screwy, for example, and the combat can get a wee bit monotonous after awhile.

But look, if you like adventure games, you'll love this game. If you like platform games, you'll love this game. It's got story, it's got action, it's got amazing graphics and some of the best animation you'll see anywhere. It's one of my favorite games, ever. And I've been playing games for a long time.

Joe Rybicki



# PRINCE OF PERSIA THE SANDS OF TIME

Excuse me while I pick my jaw off the floor

Publisher: Ubisoft Developer: Ubisoft MSRP: \$49.99 ESRB: Teen



*It's survival of the fastest. R: Racing Evolution thrusts you into the intense competition and heated rivalries of high-velocity professional racing. Adapt, or enjoy the exhaust.*

*It's survival of the fastest. R: Racing Evolution thrusts you into the intense competition and heated rivalries of high-velocity professional racing. Adapt, or enjoy the exhaust.*



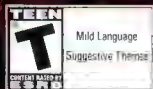
Experience the handling of realistic, high performance physics.

Master GT, Rally, Drag and the premier racing circuits.

Fine-tune real world licensed vehicles



*From the developers of Ridge Racer.*



PlayStation 2



# R: RACING EVOLUTION





## BACKYARD WRESTLING

Just as painful as watching the real thing

Publisher: Eidos

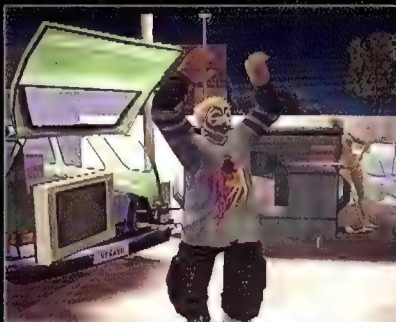
Developer: Paradox Entertainment

MSRP: \$49.99 ESRB: Mature

Two of the most despicable phenomena in Western civilization—backyard wrestling and the Insane Clown Posse—have been combined to create Eidos' *Backyard Wrestling: Don't Try This at Home*. If you strip away the seedy premise, the game shows promise of being a knockoff of Capcom's *Power Stone*, yet it ultimately falls short of replicating the fun and intensity of the Dreamcast classic.

To *Backyard Wrestling*'s credit, the environments are well designed. Since wrestlers aren't confined to a ring, you're free to roam around the area and interact with it by climbing ladders and scaffolding or by tossing opponents into various objects, such as benches, cars, dumpsters, and tables. There are also plenty of weapons at your disposal, including barbed bats, beer bottles, and even lit torches. Unfortunately, these items seem to have heat-seeking sensors built in since they almost always automatically make contact with your opponent, regardless of location.

All of this really doesn't mean anything in the grand scheme of things because it's not exactly a



good wrestling game to begin with. *Backyard Wrestling* only features about eight basic grappling moves per character (four slams and four striking moves), as well as specials, aerial moves, and an assortment of punches and kicks. You can stick with the same grappling move throughout an entire match and have a pretty good chance of winning—even on the hardest difficulty setting. Actually, computer opponents operate in somewhat of a fixed pattern, so the same strategy can be basically be used throughout the entire game, making for a thoroughly tedious experience.

The game's extra modes don't

make it any more bearable, either. There's a Talk Show mode, which serves as the traditional story mode for the game, but it's not much more than a few cut-scenes interspersed between matches. The Create-a-Wrestler mode doesn't let you create anything; all you're doing is selecting from several preconstructed characters and then choosing a costume. Sure, you can change the moves for the wrestler, but that's about the extent of the customization available.

Backyard Wrestling fans (yes, they exist) and even regular professional-wrestling fans might be able to overlook the game's shallowness because of the gratuitous violence and scantily clad women, but the novelty of setting a wrestler on fire quickly wears thin. It might be worth a rental, but don't expect to get much mileage out of it.

Glancarlo Varanini



## MONSTER RANCHER 4

Publisher: Tecmo

Developer: Tecmo

MSRP: \$49.99 ESRB: Everyone

Although it boasts a host of innovations that are supposed to set it a breed apart from its predecessor, *Monster Rancher 4* never captured me in the way *MR3* did.

Maybe it's the graphics. These days, I'm as bored by cel-shaded stuff as the next Gary Gamer—but back when *MR3* came out, those crisp, cartoony lines looked so good on my favorite brood of beasts. I've always loved the *Monster Rancher* universe, it blows away those dull Pokémon! *MR4* is now rendered in "real" 3D, and while it remains as cute as a Mocchi's pink belly, I'm not as captivated by this collection of critters.

But that's not it. I still can't get enough of a capering Suez, whatever the graphical style. Rather, it's the gameplay. Granted, you can now raise multiple monsters at once. You can go on RPG-like dungeon-crawling quests. You can purchase new training equipment, and you can customize your ranch. Yet taken separately, *MR4* doesn't have a whole lot going for it. The dungeons are mediocre at best, I'd probably consider them an utter failure if they were at the heart of a straight-up RPG. And customizing your ranch is remarkably limited.

As for the monster raising it once again boils down to... well, scheduling stuff. You know, three weeks training, one week resting, attending this tournament, eating that food. Amusing, sure, but since I don't feel that connected to my monsters, the whole thing feels like work.

Maybe it's because *MR4* takes a big step toward letting you interact on a deeper level with your critters, but ultimately falls short. You can

now walk around your ranch, doling out praise, criticism, or food, but it's basically just a real-time twist on the same old menu-based gameplay. In the end, it really only serves to highlight how much further I'd have wanted Tecmo to take the game.

Yet I can't help it—I'm a *Monster Rancher* fan. The game has an undeniable charm to it. Plus, it's a blast searching through my CDs and DVDs to spawn all these critters, looking for the occasional inside joke or obscure reference. Fans of the series should definitely check it out.

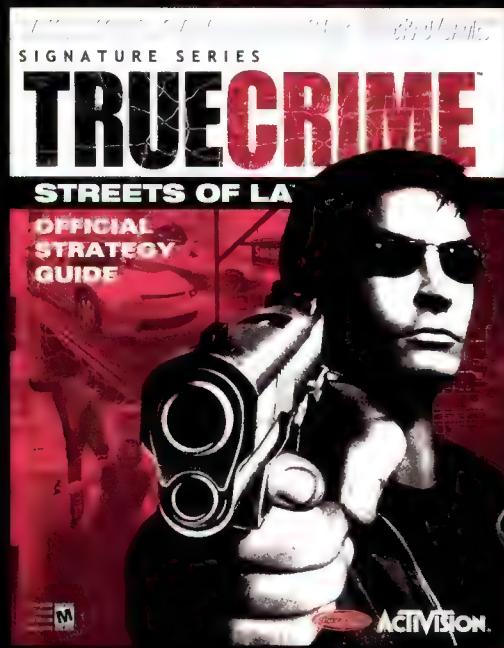
So, yeah—I'll still play the heck out of *Monster Rancher 4*, but rather than getting lost in those multi-hour binges, I'll probably pick it up for an hour now and then, without worrying too much about the fate of my monsters.

Gary Steinman





# IT'S LIKE A TRAVEL GUIDE TO L.A.



“‘YA KNOW ...  
THINGS TO DO,  
PEOPLE TO KILL,  
PLACES TO BLOW UP”

**A BRADYGAMES GUIDE  
IS JUST PLAIN UNFAIR.**

**BRADYGAMES**  
TAKE YOUR GAME FURTHER



© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and True Crime and Streets of LA are trademarks of Activision, Inc. and its affiliates. All rights reserved. Developed by Luxoflux. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

**ACTIVISION**







I've got about 650 words to sum up my thoughts on *The Return of the King*. I only need three letters:

A-w-e.

Not one of the game's 13 levels goes by without wowing you in one way or another. Right off the bat, the game throws you as Gandalf into the Battle of Helm's Deep. Fiery masses explode all around you as you learn your basic attacks, how to parry, and (new to this *Lord of the Rings* game) how to use environmental weapons, such as spears and catapults. You're immediately reminded just how satisfying orc busting can be. It would have been nice to storm in riding Shadowfax, but hey—this is still the most impressive training level you've ever seen. You know you're in for amazing eight to 10 hours, to follow.

From there, you can choose one of three paths to take, all of which do a good job of spoiling events from the upcoming movie. In fact, if you haven't read the book (or at least watched the 1980 Rankin/Bass made-for-TV animated movie), I'd advise holding out on this one until you've seen Peter Jackson's upcoming film.

The first path follows Gandalf, beginning with his return to Isengard just after Helm's Deep—right during the Ents' warpath

through Saruman's hood. Remember that awe I was talking about? Just imagine wielding Glamdring the Foe Hammer as walking trees traipse around you, swatting down Uruk-Hai with vegetational rage. Not to spoil anything, but the end of the level offers a pleasantly surprising climax—you'll see that the White Wizard actually played an integral role during the storming of Isengard.

From there, Gandalf defends Minas Tirith in much the same way *The Two Towers*' heroic trio held off orcs at Helm's Deep, pushing ladders off walls and all. Again, the ambient explosions and inherent feeling of urgency really get your blood flowing with sorcerous power.

Similarly, Sam and Frodo's escape from Osgiliath (the city under attack at the end of *Towers*) to kick off their path is no less exciting. Just the sight of a Nazgûl riding bareback atop an airborne fell beast—not to mention the fact that Gollum's there to help you as Mr. Gamgee skips town—is enough to make any Tolkien fan totally geek out. And they still have Shelob's spider-filled caverns, Sam's infiltration of the orc-filled tower Cirith Ungol, and the final showdown at Mount Doom to go.

Of all the game's paths, the Aragorn/Legolas/Gimli trip made my jaw drop the most. The ghosts they fight in the Paths of the Dead levels might be pansies, but the pure ambience can't be beat. This game comes certified by THX, and surround sound really does make a difference as apparitions fly overhead, searching for a dead body to inhabit. You've never felt this creeped out in a hack-n-slash game. From there, the trio makes its way to Gondor's great city of Minas Tirith. The ensuing route involves plenty of orcs and easterlings to slice up, as well as a barrage of elephants and the fell beast that carries the head Nazgûl on its back.

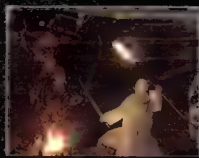
As much awe as *King* inspires,



it also brings out another occasional "aw"—as in "aw, come on!" The game's cinematic camera angles make it look great, but playability sometimes suffers as a result. The boss fight with Shelob is a perfect example, as her huge arachno-ass (perfect for breeding, I'm sure) blocks your character's view as Sam tries to attack, making it really tough. Similar moments occur throughout the game, and the kill-200-orcs-before-you-pass parts can get old. Negative factors like these make me want to knock the game's score down a bit.

But I won't. *King* is the best, most synergetic convergence of film and videogame I've ever seen. It turns *Two Towers*' wow factor into an emphatic "holy freaking crap!" If the movie succeeds half as well as the game, we're in for a real treat come December 17.

Chris Baker



## MULTIPLAYER

Double your pleasure

If *Towers* lacked anything noticeable (besides Gandalf), it was some much-needed simultaneous two-player action. EA not only instituted co-op into *King*, but it even took it one step further: You can play the game online with a friend, voice chat and all!

# THE LORD OF THE RINGS THE RETURN OF THE KING

The war for Middle-earth is about to begin

Publisher: EA Games Developer: EA Redwood Shores MSRP: \$49.99 ESRB: TEEN



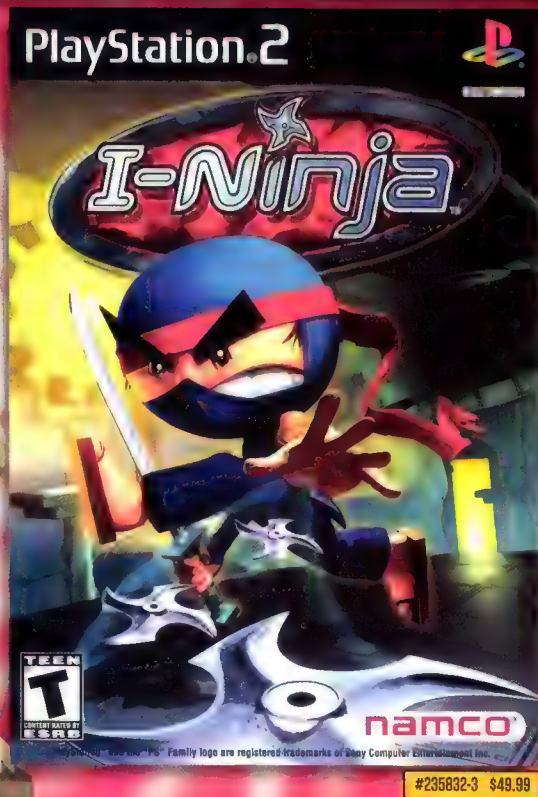
# EBGAMES™

electronics boutique®



**FREE**  
T-shirt with pre-order\*

\*WHILE SUPPLIES LAST. PRE-ORDER REQUIRES A \$5 DEPOSIT.  
SEE SALES ASSOCIATE FOR DETAILS.



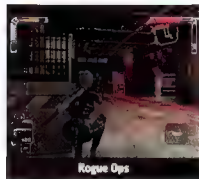
- \* Gravity-defying gameplay -- utilize new specialized manga-style ninja moves to navigate through each dynamic environment.
- + Multiple Weapons -- use shurikens, swords, blowguns, rocket launchers, guided missiles and more!
- Challenging enemies and ruthless bosses -- fight the invading Ranx Army on the ground, in the air, over the sea -- even face off with a menacing 150-foot Giant Robot!

Call 1-800-800-5166 for the store nearest you or visit us at [www.ebgames.com](http://www.ebgames.com)





Rogue Ops



Rogue Ops

### ROGUE OPS

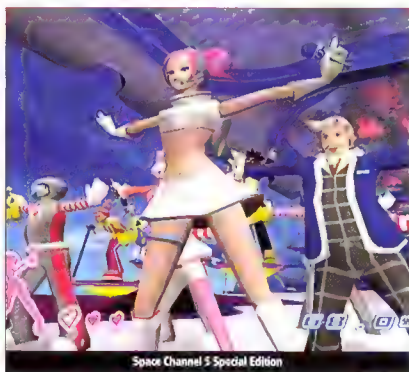
**Publisher:** Kemco  
**Developer:** BPS Studio  
**MSRP:** \$49.99 **ESRB:** Mature  
Even though stealth-oriented action games are starting to wear thin for most people, the level of tedium is usually reduced with semi-interesting stories or mechanics that introduce something new to the genre. Unfortunately, *Rogue Ops* doesn't do either. Its story revolves around a generic plot for revenge, and its stealth game mechanics are rather basic and sloppy.

The game's hero, Nikki Connors, isn't even much of a superspy, due to the context-sensitive nature of her abilities. Sure, she can grab ledges, but only ones that have a special green icon displayed in front of them. The same thing applies to many of her other skills. The fact that she can't get to areas that would normally be access but with just a small hop doesn't make a whole lot of sense.

There are some surprisingly creative moments in *Rogue Ops*, but for the most part, the mission objectives consist of running around in circles, looking for the appropriate key card to open a door. There are also some really weird, less-than-intuitive puzzles, with no real indication as to what you're supposed to do. If that's not enough, the AI can be outrageously bad. Oftentimes, an enemy soldier will be standing right in front of Nikki and will do absolutely nothing.

*Rogue Ops* is a really basic game for the genre. It's not completely unplayable, but it has more than its fair share of problems.

Giancarlo Varanini



Space Channel 5 Special Edition

### SPACE CHANNEL 5 SPECIAL EDITION

**Publisher:** Natix  
**Developer:** Angel  
**MSRP:** \$39.95 **ESRB:** Teen

If you owned a Sega Dreamcast [and let's face it, you probably didn't], chances are you at least heard of this groovy, futuristic-music game featuring dancing reporter Ulaia and a cool, neo-60s style. Apparently, in the future, we fight evil alien invaders with the healing power of dance. Nice to know we've become a kinder, gentler race of beings. And that miniskirts and go-go boots will eventually be back in style. Again.

The first game in the set—*Space Channel 5*—actually isn't all that great. Back when it came out on Dreamcast (three long years ago), it was sort of neat, but it hasn't stood the test of time too well. The polygon characters are stylish, but are so simplistic they look remarkably dated. Plus, they're floating

over grainy full-motion video backgrounds that aren't always synced up with the action, so you get a bit of weirdness happening once in a while.

Laggy controls really hurt *SC5*, though. Ulaia doesn't respond immediately to button presses, which is especially hard to deal with in a game where everything's based on keeping the beat. On top of that, *Space Channel 5* lasts only about a half an hour from start to finish, and it's a fairly simple hall hour, which means you'll be putting this disc back in the box pretty fast.

Things get better upon firing up *Part 2*, though. While the game plays almost exactly like the original, it addresses almost all the problems. Gone is the lag, the graphics are much nicer (though still not up to today's standards), and the game is a bit longer.

The key bit, though, is the variety. In her second adventure, Ulaia fights many different types of enemies, has face-offs with opposing journalists that play like battles of the bands, and takes on each boss in a very unique way. The whole thing flows much better, whether you're trading shots with armed thugs or dancing along in something that looks more like a Michael Jackson video than a game. You even get a admittedly somewhat half-assed two-player mode, where one player controls Ulaia's movements while the other controls the buttons. How could you not love it?

*Space Channel 5 Special Edition* isn't going to win any awards. But at 30 bucks, you could do a lot worse—like, say, buy 20 copies of *BMX XXX*.

Greg Sewart



Sphinx and the Cursed Mummy

### SPHINX AND THE CURSED MUMMY

**Publisher:** Euro  
**Developer:** Euro  
**MSRP:** \$49.99 **ESRB:** T

*Sphinx and the Cursed Mummy* feels less like a coherent product and more like the fusion of two disparate games. It's not as obvious a Frankenstein job as, say, *From Dusk Till Dawn* (which literally felt like two movies slapped together around an arbitrary middle)—*Sphinx* does a decent job of integrating the two protagonists and their separate journeys into a cohesive story—but while one of the stories is an incredibly clever yarn, the other is simply standard fare.

The game starts with a young, wry Sphinx—before, evidently, he became the old curmudgeon with the splinter in the foot and a propensity for telling riddles—claiming the Blade of Osiris before Imhotep sends him off to lift Set's

curse from Heliopolis. Sphinx probably went to the same hero school as Link, as he runs, double-jumps, climbs, and slashes with ease. He spends his half of the game fighting foes, righting wrongs, and retrieving rarities, and also occasionally revels in minigames that suspiciously resemble *Simon Says* and *Memory*.

Alas, while the Sphinx portion offers standard action-adventure fare, it's bogged down by a sticky camera and the lack of an auto-lock, so fighting multiple foes in confined spaces (a frequent occurrence) gets annoying. The camera keeps on getting stuck in corners, making it hard to keep track of everything.

Tutankhamen, the aforementioned Cursed Mummy, is easily the better half of the game. Because he's dead already, the designers could craft devious (and eminently more interesting) puzzles that call for flattening, slicing, burning, or electrocuting him. The multiple abuses inflicted upon poor Tut both amuse and endear him to us. Because Tutankhamen has no combat skills (or even a jefbar!), there's less annoyance with the camera—you're not often in fast-paced situations that require excellent camera control. The game could use a little more variety with regard to Tut's "death" animations, but he still easily outshines his co-star. Heck, the game should have been called *"The Cursed Mummy, and some guy named Sphinx."*

Basically, we have a four-star Cursed Mummy game held back by a three-star Sphinx game, bringing the overall game average to three-and-a-half.

Thierry Nguyen





# Get your daily dose of games!



**Gamer.tv supplies 100% games goodness - it's the perfect supplement for everyone's interactive entertainment needs.**

Watch protein-packed television shows about your favorite video games, whenever you like, on your PC. Read your recommended daily allowance of reviews, news and previews.

Perk up your downtime with our unique blend of exclusive single and multiplayer games\*. Just try it once - and you'll keep coming back for more!

**www.gamer.tv** available from all good web browsers now!

games. video. news. reviews.



\*Warning: May cause mild addiction





# REVIEWS

Special Advertising  
Section  
Since 1996

THERE'S A WORD FOR THAT  
[Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled] [Unlabeled]

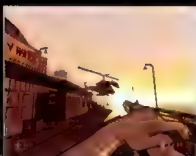
No matter what, *XIII's* fundamental visual aesthetic is high irresistible. One can't help but be entranced by the cel-shaded figures, the comic-book panels, and the rampant onomatopoeia. With this much style oozing from the game, it saddens me to find it wrapped around something so average.

There are many things, besides the look, one can appreciate in *XIII*. The narrative itself—fusing elements of the Kennedy assassination, pseudo-Freemasons, and the amnesiac-assassin formula—is actually interesting. While there are still quite a few traditional cut-scenes, the use of first-person flashbacks (complete with hurried whispers) creates a better feeling of immersion.

The three-panel replay of your latest head shots, being able to shoot while moving a body, and the tendency to use human shields (perhaps an older *XIII* teaches Sam Fisher that trick) all help make *XIII* feel like a super-agent. And the compelling narrative, arresting visuals, and the "my golly, I really am badass" protagonist make for great hooks. But those expecting great innovation or gameplay in the FPS formula might be disappointed.

For all of the glossy veneer *XIII* sports, it's covering a straightforward shooter. There's quite a bit of run 'n' gun, along with the occasional stealth level. In fact, not only are you captured and rendered weaponless early on, but you get captured and thrown into prison again. The missions, even when utilizing stealth, all feature variations of "go to point B" and "find/use the key." Oddly enough, there's a Skills menu that lists such things as "dual weapon" and "silent walk," yet these are things that are assigned to you, not things you develop yourself.

Although the enemies are smart in realistic ways (calling for backup, actually looting weapons and ammo off of corpses), they're also smart in artificial ways. One wonders if they are using the same mythical magic bullet that Lee Harvey Oswald used, since they can snag you quite accurately with even a shotgun. If you're not



some sort of FPS *bon vivant* who can naturally pop off head shots with aplomb, then you might find yourself a tad frustrated at these soldiers. The multiplayer mode is passable; the PS2's exclusive Power Up mode is puzzling at first—until you realize that it only really randomizes the weapon spawns and adds some, well, power-ups to the mix. It's not bad, but it's a little underwhelming.

As fantastic as the production values are in this game, David Duchovny's contribution is lacking. His extraordinary dearth of vocal tonality and invective ranges from passable to ridiculous. While Eve is merely passable, we salute Adam West's performance as the gruff authority figure who you inevitably follow.

Sadly, *XIII's* gameplay is too pedestrian; strip away the gorgeous visage and you have a typical shooter with some good tweaks. Perhaps things will improve when the inevitable *XIV* (or *XIII-1/2*) comes along.

**Thierry Nguyen**



# XIII

A graphic novel that is graphic, but not so novel

Publisher: Ubisoft Developer: Ubisoft Montreal MSRP: \$49.99 ESRB: Mature



THE ANIME NETWORK

# WIN A HONDA



# CIVIC Si

## DEMAND YOUR ANIME

LOG ON TO [WWW.THEANIMENETWORK.COM](http://WWW.THEANIMENETWORK.COM)  
AND DEMAND THE NATION'S ONLY 24 HOUR ANIME CHANNEL!

Win a Honda Civic Si and other fabulous prizes—  
DVD players, entertainment systems, free cable service,  
Netflix USA subscriptions and more!  
(Prizes awarded December 4, 2003. See website for details)



ANIME  
NETWORK™







## SECRET WEAPONS OVER NORMANDY

All action, all the time

**Publisher:** LucasArts

**Developer:** Totally Games

**MSRP:** \$49.99 **ESRB:** Teen

**S**WON is not a flight sim. It's not really a flight-combat game in the same vein as *Ace Combat* either. It's a simple third-person shooter that has you flying a wide variety of missions in a broad selection of historically accurate aircraft. You just point your plane in the direction you want to go and shoot...and that's all you need to worry about. Sometimes you're shooting, and sometimes you're bombing, but mostly it's chasing bad guys and blowing them out of the sky. If the pace isn't right, you can even speed up time to make chasing Jerry quicker, or slow things down so you can hold him in your sights more easily. You don't even have to "earn" this like some lame "bullet-time" feature...it's always available, and always welcome.

The varied missions have you nailing the Bosch on escort duty, blowing up his ships, chasing down his bomber squadrons, blowing up buildings and generally causing mayhem. You'll pass yourself off as a sausage-scooper as you sneak into Nazi airspace in one of their own planes, and you'll gradually acquire a squadron of 20 aircraft, including some experi-



mental goodies. All of them are satisfying to fly, and there's an upgrade system that provides the necessary sensation of progress through the 30 campaign tasks. The emphasis is on capturing the adrenaline of dogfighting and air-to-ground combat, and the variety of tactics keeps the boredom at bay. Some of the missions are way too tough, but there's plenty of eye candy to keep you happy while you work out how to hunt the Hun successfully.

Special note must go to the presentation: The graphics are great throughout—but it's the music that's a real wowzer. Composed by Michael Giacchino and performed by the Northwest Sinfonia, the soundtrack evokes the period perfectly.



Extra fun points also go to the two-player mode. While an online mode would have been appreciated, in split-screen you can choose dogfighting or an interesting "competitive" co-op mode where you can replay the campaign with a pal. It's fun stuff, and it acts as a pleasant bonus once you've beaten the meat of the game.

**John Davison**



## STAR TREK: SHATTERED UNIVERSE

**Publisher:** IDK Mediactive

**Developer:** Starsphere

**MSRP:** \$39.99 **ESRB:** Everyone

**Space:** The final frontier. These are the voyages of the starship

**Excelsior.** Its mission: to finally give us a *Star Trek* game that doesn't totally suck.

*Shattered Universe* goes the extra mile to get us out of the squeaky-clean *Star Trek* story lines by dropping the player into an alternate reality where the Federation doesn't exist (though, surprisingly, all the same characters and vessels do) and Federation shuttle craft have been transformed into fighters. OK. So far, so good. I can dig a good *Colony Wars*-type space-combat sim.

As a fighter pilot on Capt. Sulu's *Excelsior*, you'll face off against the regular cast of Klingons and Romulans, as well as a few other alien baddies, and yes, even the alternate *Enterprise*. In other words, this alternate universe is pretty half-assed, though *Trek*ies is [is that the proper term?] it will be stowed to see decent renditions of their favorite *Trek* ships trading phaser fire on the screen.

But venturing out of the shuttle bay and into deep-space dogfights offers up pretty lukewarm act on First and foremost: Phasers just aren't exciting weapons for a game like this. They might look cool on television, but when I'm dueing with enemy craft, I want something a bit more satisfying to fire up his tailpipe. To be fair, each ship has a button for photon torpedoes and a more conventional secondary phaser weapon, but it still just doesn't feel meaty enough to me.

And what's with each craft being stuck in gear? You can't come to a dead stop in this game. You're

either going forward, a bit faster forward, or backward. There's no way to set your speed, which means there's no way to match velocity with a target, which is just stupid. What I'm trying to say here is that the controls are broken. I want a larger selection of weapons and better control over my speed before I take on these alternate-reality goons.

In short, *Shattered Universe* just doesn't deliver. The onscreen act on never heats up enough to be considered exciting, and even if it did, the shoddy controls scheme would keep it from being any fun anyway. Additionally, tracking more than one target is more than the HUD can handle, and it's full of gauges that aren't clearly labeled, leading to more than a few "uh? moments during the heat of battle.

Mission Failed

**Greg Stewart**





OFFICIAL U.S. PLAYSTATION  
MAGAZINE PRESENTS

# THE ULTIMATE FINAL FANTASY® X-2 SWEEPSTAKES

BE ONE OF THE FIRST PEOPLE IN THE U.S. TO OWN FFX-2!

LOG ON TO [HTTP://FFX2.PLAYSTATIONMAGAZINE.COM](http://ffx2.playstationmagazine.com)  
AND ENTER YOUR NAME TO WIN.\*

ONE GRAND PRIZE WINNER WILL RECEIVE:  
FINAL FANTASY X-2 GAME FOR PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM  
3 FINAL FANTASY 1/10 SCALE ACTION FIGURES:



YUNA



RIKKU



PAINE

FINAL FANTASY X-2 POSTER  
FINAL FANTASY X-2 OFFICIAL STRATEGY GUIDE

10 SECOND PRIZE WINNERS WILL RECEIVE:  
A FINAL FANTASY X-2 GAME FOR PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM

ALL WINNERS WILL RECEIVE A FREE ISSUE OF OPM!

\*SEE WEBSITE FOR FULL CONTEST RULES, TERMS AND CONDITIONS



YOUR FANTASY PRIZES ARE  
WAITING... ENTER TODAY!

SQUARE ENIX  
[www.square-enix-usa.com](http://www.square-enix-usa.com)



PlayStation 2

BRADYGAMES  
AND YOUR GAME FANTASY



Suggestive Themes  
Violence

KOTOBUKIYA

© 2004 SQUARE ENIX CO., LTD. All Rights Reserved.  
MAIN CHARACTER DESIGN: TETSUYA NOMURA. ALTERNATE CHARACTER DESIGN: TETSU TSUNAMOTO.  
FINAL FANTASY is a registered trademark of Square Enix Co., Ltd.  
SQUARE ENIX is a trademark of Square Enix Co., Ltd.  
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.  
The rating icon is a trademark of the Entertainment Software Association.  
BradyGames is a registered trademark of Pearson Education, Inc.



Rough game,  
Quidditch.

**LATIN LOVE**

The Hogwarts motto, "*Draco dormiens nunquam titillandus*" means "never tickle a sleeping dragon."



## HARRY POTTER: QUIDDITCH WORLD CUP

Not quite sports, not quite anything else

**Publisher:** EA Games

**Developer:** Electronic Arts UK

**MSRP:** \$99.99 **ESRB:** Everyone

**I**n building a game around Harry Potter's favorite sport, EA has made some fairly interesting choices. Instead of throwing you face first into a very fast-paced, often confusing, and frankly, bizarre sport, you're forced to complete a set of simple training challenges before you even get into your first match. As you learn the basics of the game, you'll have opportunities to challenge the other houses of Hogwarts. Beat them all and you can represent the country of your choice against the rest of the world.

This is good in that it gives younger players something of a kiddie pool in which to build up their skills before jumping into the "real" game. But for anyone who's ever played a soccer or basketball game [Quidditch is in some ways a blend of the two, only played, you know, on broomsticks], these first challenges will be almost pitifully simple. I had exactly one goal scored against me in the entire Hogwarts section, and I'm not remotely a sports guy.

The flip side is that once you move into the World Cup, the matches seem insanely difficult by comparison. You'll need to use every technique you've been taught in order to succeed.

And that's harder than it sounds, considering you're playing in a 3D environment with no real control over speed or alti-

tude; the game controls these for you in a way that's sometimes utterly incomprehensible. Oh, and forget about being able to pick your player; the game shifts control to key positions on its own schedule. If you're chasing the guy with the Quaffle and he gets away from you, you can't switch to a closer player. You can't even speed burst.

On top of that, teams can score via unblockable special moves presented via unskipable cinematics, further diminishing any feeling of control. In other words, if you're expecting something approximating a real

sports game, you'll be somewhat disappointed.

On the other hand, if you're expecting more of a story, you'll also be disappointed. So in the end, *Quidditch World Cup* falls into pure novelty territory: It's fun for a few hours or as a nice diversion for two-player matches. Hardcore *Harry* fans will want it for their collections; the rest of us will marvel at the fact that it really is just like the books...and then go play something else.

**Joe Rybacki**



Tak & the Power of Juju

## TAK & THE POWER OF JUJU

**Publisher:** THQ

**Developer:** Acclaim Game

**MSRP:** \$49.99 **ESRB:** Everyone

Like so many efforts to make a new franchise for the kids, *Tak* suffers from sometimes trying a little too hard. Whereas THQ's work with Nickelodeon on the new *SpongeBob* game is a great case study in how to get it right, *Tak* proves the partnership can come unstuck too.

Neither the story nor the structure is going to win any awards for originality. There are some mildly amusing gags involving sheep, but the game centers on collecting stuff. Lots of stuff. I guess it's what you'd expect from this kind of game. Collect a bunch of one kind of thing to activate a quest, then collect a bunch of other stuff to make something else happen, and while you're collecting that stuff, collect magical stuff too. Oh, and

while you're at it, collect a bunch of other stuff too for good measure. We've seen it in *Jak*, in *Crash*, and every other game in the genre, and when it's not compensated for with other elements, it just doesn't work. There's nothing particularly original here, so the whole thing is riding on its charm—and its fun factor of which *Tak* has very little.

After a few hours, the boredom sets in, and the number of reasons you have for wanting to beat the damn thing is less than one. It's just not fun enough. Sure, it has its moments, but the game isn't always consistent with its mission. It's cute and desperately trying to be hip, but on the other hand, it's occasionally excruciatingly difficult. Its intended audience will no doubt get frustrated. I know I did.

**John Davison**



Tak & the Power of Juju



# TERROR RETURNS THIS FALL...

"PREPARE FOR THE MOST FRIGHTENING TIME OF YOUR LIFE... PURE, ICY TERROR..."

GAMER MAGAZINE

"THE VISUAL AND AUDIO ONCE AGAIN COMBINE TO CREATE A MOOD OF UNNERVING HORROR WITH GROTESQUE-LOOKING APPARITIONS AND UNNERVING SURROUND SOUND. EVEN MORE UPSETTING ARE THE SPINE-TINGLING SEQUENCES THAT WILL MAKE YOU SWEAR YOU HEARD SOMETHING IN THE DARK CORNER OF YOUR ROOM."

GAMERPRO.COM

"AN ORIGINAL AND UNSETTLING PLOT. CRIMSON BUTTERFLY WILL BE SURE TO LEAD TO AN OBVIOUS FEAR OF TWINS."

GAMESPY.COM

"AN ARTFUL GAME THAT BANKS IN THE SUBTLE HORROR OF THE IMAGINATION. TECMO'S FATAL FRAME IS UNDOUBTEDLY THE MOST CREEPY AND DISTURBING GAME TO HIT THE SURVIVAL HORROR GENRE."

GAMERS' CHOICE

"AN EVEN CRAZIER, PHYSICALLY DISTURBING JAUNT INTO THE DEEPEST CORNERS OF YOUR PARANOIA."

EDGE MAG

## FATAL FRAME II

### CRIMSON BUTTERFLY



TECMO PRESENTS "FATAL FRAME 2: CRIMSON BUTTERFLY" CG DESIGNERS HITOSHI HASEGAWA RIE IJIMA DAISUKE INARI AKIRA OOISHI  
PLANNER TSUYOSHI IUCHI PROGRAMMERS TSUNEHIRO YOKOTA KATSUYUKI OKURA SOUND DESIGNER SHIGEKIYO OKUDA  
MOTION DESIGNER YOSHIKATSU YOSHIZAWA PRODUCED BY KEISUKE KIKUCHI DIRECTED BY MAKOTO SHIBATA

[www.fatalframe2.com](http://www.fatalframe2.com)



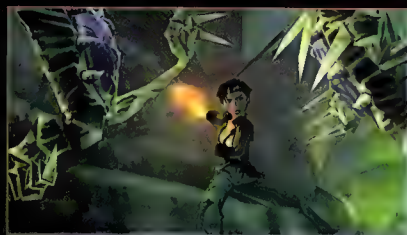
Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more ratings  
information.



PlayStation 2

TECMO 100% GAMES





**P**laying *Beyond Good & Evil* is like being on vacation: The game is suffused with a joy of discovery that's similar to the sensation you get when visiting a new place and experiencing new things. French developer Michel Ancel (he's *le homme* behind *Rayman*) has created a rich world that pushes far beyond the boundaries of his game, lending a depth and weight to everything that happens.

Despite the whimsical nature of the varied critters that inhabit Hyllis, everyone (and everything) feels so real that you might just forget you're playing a game.

It's a thrilling achievement—and it's reason enough to try this title. *BG&E* has an awesome vitality stemming from the abundance of life that spills out of every corner of its world. From the tiniest detail to the largest creature, *BG&E* overflows with energy.

Plus, *BG&E* has the gameplay to back up all this high-falootin' mumbo jumbo. Well, mostly—there are a few serious issues, but we'll get to that in a bit. An adventure in the classic mold, *BG&E* is full of labyrinthine

puzzles, sprawling exploration, quick action, fun (but not too challenging) racing, a smattering of combat, lots of sneaking around, and some keen cooperative bits with your cohorts.

The game's neatest part, though, is the photography—especially the way it's integrated into all aspects of the experience. You play as Jade, an action reporter who gets caught up in an underground attempt to reveal the truth behind alien attacks, rampant abductions, and the corrupt Alpha Section, a military unit that's supposed to be protecting the Hyllians. In order to do so, you'll have to uncover evidence of foul play, photograph it, and submit it to the rebel newspaper.

Meanwhile, you've also been commissioned to snap photos of every living creature as a project for a scientist who wants to document every species before they're possibly destroyed. With these elements in mind, snapping pics becomes a great gimmick for moving the story along, as well as an involving side quest and, most of all, a terrific way to connect with the world around you.

Unfortunately, you'll be rudely pulled out of this otherwise immersive experience, courtesy of a few nasty glitches. The worst offender, the framerate. Although it never renders the game unplayable, the framerate often chinks up enough to make it extremely unpleasant to do what you need to do most—explore your environment. Just panning the game camera around a small enclosed area can sometimes be an eye-gouging chore. It's especially hard to take since *BG&E* doesn't seem to be doing anything PS2 can't handle.

The control could also use



some refinement. Button placement is somewhat awkward (I can't count the number of times I readied my camera instead of running from something), and the combat isn't responsive enough.

While these problems are significant enough to mar what should have been a brilliant release, *BG&E*'s fundamental gameplay is so appealing that I



recommend you look past the flaws to enjoy the overall experience. Just be sure to sit through the end credits for a hint of a sequel to come. And let's hope they iron out the glitches so that the next game can be everything it's supposed to be.

**Gary Steinman**



# BEYOND GOOD & EVIL

Beyond good gameplay, with some really evil glitches

Publisher: Ubisoft Developer: Ubisoft MSRP: \$39.99 ESRB: Teen



# GLADIATOR

## SWORD OF VENGEANCE



**MANUFACTURER'S INSTANT COUPON**

EXPIRES: 11/01/00  
THRU: 12/31/00



**\$10.00 OFF**

REDEEMABLE AT



LOCATIONS

THE GLORY OF ANCIENT ROME IS YOURS TO EXPERIENCE WITH  
GLADIATOR: SWORD OF VENGEANCE\*. FEATURING NEW AND EXCLUSIVE FINISHING MOVES.

CONSUMER: WE WILL REDEEM THIS COUPON FOR THE FACE VALUE IF  
SUBMITTED IN COMPLIANCE WITH OUR REDEMPTION POLICY, INCORPORATED  
HEREIN BY REFERENCE. VOID IF REPRODUCED OR PROHIBITED BY LAW.  
CONSUMER TO PAY ALL REQUIRED TAXES. NOT TO BE COMBINED WITH  
ANY OTHER OFFER. VALID IN U.S.A., PR AND VI. RETAILER: YOU WILL BE  
REIMBURSED FOR THE FACE VALUE OF THE COUPON PLUS THE NEGOTIATED  
HANDLING FEE. CASH VALUE: 1.20 CENT.  
MAIL TO: DEPARTMENT: AP, ACCLAIM ENTERTAINMENT, INC.,  
ONE ACCLAIM PLAZA, GLEN COVE, NY 11542

LIMIT ONE COUPON PER PURCHASE

\*REGISTER OPERATOR: RING ON RED COUPON KEY

\*SONY COMPUTER ENTERTAINMENT AMERICA TAKES NO RESPONSIBILITY

FOR THIS OFFER.



5 21481 00061 2 (8109) 0 11316

[WWW.ACCLAIM.COM/GLADIATOR](http://WWW.ACCLAIM.COM/GLADIATOR)



Blood and Gore  
Intense Violence



PlayStation 2



Gladiator: Sword of Vengeance™ and Gladiator © (c) 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Monroeville. All Rights Reserved. "Gladiator" and the "V" Family logo are registered trademarks of Twentieth Century Fox Film Corporation. All Rights Reserved. All other trademarks and registered trademarks are the property of their respective owners.





## ESPN NBA BASKETBALL

**Publisher:** Sega Sports  
**Developer:** Visual Concepts  
**MSRP:** \$49.99 **ESRB:** Everyone  
It's scary just how good Visual Concepts is becoming with this whole professional basketball thing. The company's latest game, *ESPN NBA Basketball*, represents the pinnacle of the sport in videogame form with its nearly flawless gameplay and wide assortment of modes.

It includes an online option that shares many of the features found in its NFL counterpart, like online leagues. But perhaps one of the most entertaining aspects of this year's game is the 24/7 mode.

It's a little different from the standard modes in other basketball games because it doesn't focus on a specific team. Or even the NBA for that matter. Instead, you have to build up a name for a custom player by training and participating in different street-ball-style events across the country, which range from basic 1-on-1 matchups to games with special stipulations that must be fulfilled in order to progress. Beating some players lets you call them down the road when you need a partner for a 2-on-2 game. 24/7 almost feels like a basketball RPG, and it never fails to suck you in for a few good hours, despite your best efforts to play just one quick game.

The good of 5-on-5 action isn't exactly a slouch, either. Everything—including the post-up game, jump shots, dribbling moves, and rebounding—has been executed almost perfectly.

However, there are some lingering issues with passing and the fast break: While the overall game has been sped up ever so slightly,

it's still pretty hard to execute a clean fast break, for example, partly because players tend not to run far enough ahead of the pack and also because the passing just isn't as crisp and responsive as it should be. There are still a few instances, though, that allow you to run to the basket uncontested for a monstrous dunk.

Like in previous games in the series, the commentary is still top-notch, as are the graphics, which have received a small upgrade in the form of flowing jerseys (finally!) and new player animation that helps give the game a much more natural look.

There's just so much to like about *ESPN NBA Basketball* that any basketball fan—casual or hardcore—would be deemed insane for even considering passing it up.

**Giancarlo Vranini**



## NBA JAM 2004

**Publisher:** Acclaim  
**Developer:** Acclaim  
**MSRP:** \$49.99 **ESRB:** Everyone  
Undoubtedly sparked by the popularity of Electronic Arts' *NBA Street*, Acclaim decided to resurrect *NBA Jam*. But after spending some time with the latest incarnation, it's become clear to me that the series should've stayed dead and buried. The problem isn't the basic gameplay mechanics, which really haven't changed that much since the original *NBA Jam*, but rather some of the new features that magnify some of *NBA Jam*'s inherent faults.

The main culprit is the hot-spot feature. After charging the jam meter by performing a variety of dunks and moves, you can execute a hot-spot dunk that initially gives three points automatically but increases by one point each time the jam meter is charged. This feature works well as incentive for being fancier with the ball, but it's even more effective as a cheap tool for incredibly abusive rubberband A.I.

The computer is absolutely relentless when you have the lead. It'll steal the ball the second you throw it inbounds or moments after moving the ball up the court. Either way, this usually means the computer's jam meter will charge rather quickly in the process, resulting in a hot-spot dunk and the subsequent evaporation of the lead in a matter of seconds.

It just isn't fun. And since most of the cool extras can be accessed only in the single-player modes, you'll have to deal with it. Of course, you could always buy *NBA Street Vol. 2* instead.

**Giancarlo Vranini**



## NBA LIVE 2004

**Publisher:** EA Sports  
**Developer:** EA Sports  
**MSRP:** \$49.99 **ESRB:** Everyone  
Any basketball coach will tell a team that it can't win a championship without good defense. Taking this lesson into consideration, EA Sports has significantly beefed up the defense in *NBA Live 2004*, turning it into a much more accurate representation of professional basketball than its fast-paced predecessor. No longer can the ball be passed carelessly around the perimeter, since defenders are much smarter about jumping into passing lanes to knock the ball away or even to steal it. In fact, passing the ball into the post usually results in a double team that occasionally forces you to make a bad pass.

Even the perimeter defense has been improved. It's much more difficult to burn a defender using the game's excellent freestyle controls, which enable you to perform a variety of spectacular ball-handling maneuvers simply by moving the right analog stick. Defenders are also noticeably more adept at performing switches on picks, making it harder to run to the basket for a layup or a dunk.

There are plenty of other enhancements that make *NBA Live 2004* one of the best games in the series. The two different shot types—one for layups and dunks and the other for outside shots—add a new dimension to the game, since they can be used strategically, depending on the defensive situation. The layup or dunk shot makes it easier to draw fouls when you're inside the paint, while the regular jump shot can be used as a safety in case you're not close enough to the basket or it looks like you might get an

offensive charge call.

Just about every facet of *NBA Live 2004* has been refined, including the game's different modes. The Dynasty mode is more robust, with player-training options and additional information that helps you make better decisions on player transactions. In addition, online play now features tournaments that can support up to 64 teams and official EA Sports tournaments.

What ultimately makes this game stand out? The gameplay has been dramatically tweaked, but the changes haven't detracted from the quick and responsive pace of the previous game. If you want a healthy mix of simulation and arcade elements, then you really can't go wrong with *NBA Live 2004*.

**Giancarlo Vranini**





# 2107

ESRB: Everyone  
 CERO: All Ages  
 PEGI: 3  
 IARC: 3



## NBA SHOOTOUT 2004

Publisher: Sony CEA  
 Developer: 989 Sports

MSRP: \$39.99 ESRB: Everyone

It's too bad the *ShootOut* series has always taken a backseat to other basketball games, considering that it has often introduced features eventually stolen by other development teams. But because those innovative features were often poorly executed, very few people actually cared. Fortunately, *NBA ShootOut 2004* has been subject to much refinement, and while it still can't compete with the competition, 989 Sports has created a surprisingly solid all-around basketball game.

*ShootOut 2004* still has some of the signature problems that have plagued the series for a while. On the lower difficulty settings, defenders too often back down from the ball handler, making it easy to walk the ball right through the paint for a short jumper or layup. Shot percentages are also a little off, so in some cases, it's easier to hit a three-pointer as opposed to a 5-foot jumper.

But, in general, the game's defense has been substantially improved. Careless passes—especially wild jump passes—often result in turnovers, and if the ball handler isn't careful, the ball can easily be stripped away. Likewise, attempting a halfhearted shot with a defender's giant mitt in your face usually means the ball will rattle off the rim. These are things any self-respecting basketball game should have, but they still serve as proof of how much *ShootOut 2004* has improved.

Another bright spot is the game's online play. Like *NFL GameDay 2004*, *ShootOut 2004* offers a full-featured online mode complete with message boards,

e-mail, tournaments, and special team affiliations that almost act as leagues. The fact that it's all contained within the *ShootOut* environment and not on a website is quite impressive, and it works quite well. The Franchise (aka Career) mode is also worth mentioning, simply because of its unique approach: You essentially guide a player on a path to build a professional career, which includes the summer league and the basketball equivalent of the minor leagues.

There's no question that you should go with *ESPN Basketball* or *Live* when making the decision to buy a basketball game this year, but if for some crazy reason *ShootOut 2004* is the only game you're able to purchase, it certainly wouldn't be a total loss.

Giancarlo Varanini



# OCTOBER 2003. IT'S COMING.



## FINAL FANTASY: UNLIMITED



www.advfilms.com





# REVIEWS

Every game and every accessory we report on and review is the best kind of our readers.

**MONITOR, WHAT'S A TFT?**  
The first monitor is a lot of LCD screens on which each pixel is controlled by separate transistors; it's the best kind of our readers.



70 TFT Universal GameScreen



70 TFT Universal GameScreen

## 70 TFT UNIVERSAL GAMESCREEN

**Manufacturer:** MacLaz  
**MSRP:** \$9999

I lost count of the number of times some variant of the following comment occurred while I was testing the GameScreen:

Oh Lord, not another—*holy crap*, that looks awesome!

Seems like everyone wandering through my cube had to stop and stare at this ungainly device perched atop my PS2. And just about everyone was amazed by how crisp the screen is, how vibrant the colors are, and how easily the image can be seen from sharp angles.

For 200 bucks, it certainly ought to be turning heads. Unfortunately, a few other things I'd expect to go along with that \$200 price tag seem to be missing.

For example, I can't argue with the 16:9 widescreen aspect ratio, with more and more games supporting widescreen, that's a welcome feature. However, the lack of a proper 4:3 mode for games that don't support widescreen is, in my opinion, an almost unforgivable omission. Even great-looking games look silly when all the characters appear bloated.

Furthermore, with some games, the image seemed either washed-out or oversaturated, with no in-between. This wouldn't be as much of a problem if the screen had controls beyond Brightness and Color.

Still, it's an otherwise well-designed product, and while 200 bucks is a lot of cash, it's only \$50 more than the GameScreen's vastly inferior competitors. If you're in the market for such a screen, you

could do much worse

**Joe Rybicki**



Wireless Net Extender

## WIRELESS NET EXTENDER

**Manufacturer:** Nyko  
**MSRP:** \$9999

What a great idea: Turn a proprietary wireless format into a compact, stylish form factor. Make it so plug-and-play simple that your grandmother could figure out how to use it. Then sell it in a matched pair for an extremely reasonable price. That's the Wireless Net Extender in a nutshell.

You want easy? Unplug your broadband cable from the back of your PC and plug it into the WNE's base unit. Run another cable (included) from the base unit back to your computer. Take the remote unit over to your PS2 and connect it to your Network Adaptor with another cable (also included). Turn everything on and presto!—you can take your PS2 as far as 100 feet from your broadband connection and maintain a solid connection to the Internet. And when you want to

go online with your PC again, just flip the switch on the base unit to Computer and you're there.

It has a few drawbacks compared to setting up a legitimate wireless home network. You won't be able to go online with your PC and your PS2 at the same time, for example. You won't get quite the same range or quite the same transfer speeds, either. And it's not as cheap to expand: You'd need to buy a pair each time.

But brother, for 100 bucks, it's the cheapest wireless solution you'll find anywhere. I figured it was too good to be true... but then I fired up *SOCOM* and suffered practically no lag beyond a few initial stutters. It'll never be as fast as a wired connection—and the 1.5Mbps transfer speed is barely a tenth of the speed of Wi-Fi—but for \$100, it's fast enough

**Joe Rybicki**



Wireless Net Extender

## PS1 Quick Hits



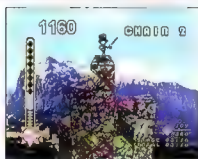
### FORD TRUCK MANIA

**Publisher:** Gotham Games

**Developer:** Alpine Studios, Inc.

**MSRP:** \$999 **ESRB:** Everyone

It was a rare opportunity for me to drive the finest Ford pickup 1932 had to offer. It wasn't such a hard experience, and *FTM* ain't that much of a game. Pedestrian at best, *FTM*, even with a track editor, doesn't truck very far. **—T.N.**



### TALL: INFINITY

**Publisher:** Agegate

**Developer:** Hamster

**MSRP:** \$999 **ESRB:** Everyone

Didn't we learn from those wacky folks in Babel that building a tower to infinity isn't such a hot idea? With God himself frowning on the notion, Hamster should have realized that its bizarrely bad puzzler was cursed from the start. **—G.S.**



## PS2 Hardware



### CHAMELEON WIRELESS

**Manufacturer:** Pelican

**MSRP:** \$3499

It's a bargain-priced wireless pad with a fairly solid feel and a pretty nifty gimmick: It's packaged with a tiny R/C car like the ones that were all the rage last holiday season. Unfortunately, the buttons and sticks are so sensitive that it's hard to play with much precision. **—J.R.**

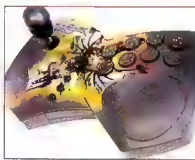


### EXTREME ACTION

**Manufacturer:** Logitech

**MSRP:** \$3499

Something about this leather-trimmed controller feels remarkably comfortable. Unfortunately, the analog sticks appear to have an insanely tiny neutral zone, so you'll need to lower the stick sensitivity in games that support it. Too bad so many games don't. **—J.R.**

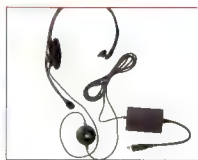


### SOUL CALIBUR II UNIVERSAL ARCADE STICK

**Manufacturer:** Nuby

**MSRP:** \$3999

If you take your fighting games seriously, there are cheaper, sturdier, and less-ugly arcade sticks available, but there aren't many that work with every system. This one at least is kinda clever. **—J.D.**



### USB HEADSET

**Manufacturer:** Sony CEA

**MSRP:** \$2999

The extra-large earpiece makes this headset comfortable as all get out, and the volume control is an absolute godsend. My only complaint is the Mute button: Its location makes it way too easy to hit accidentally. Otherwise, trade on up, you'll be glad you did. **—J.R.**



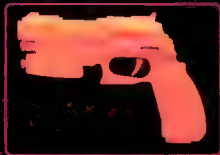


# TIME CRISIS 3

**TIME IS *NOT* ON YOUR SIDE**

*An innocent nation is facing annihilation. And time's moving faster than a 9mm slug. So grab your weapon of choice, line up the sights and keep your partner at your back. You're going to need all the firepower you can get.*

[timecrisis3.namco.com](http://timecrisis3.namco.com)



*Insanely fast duck and shoot  
GUNCON 2 action.*



*New Weapon Select System lets you  
juggle between multiple weapons.*



*3 modes of play to keep the bullets  
flying long after the story's done.*



Violence

**GUNCON2**

PlayStation.2





# REPLAY

We make you rock at your games.



## 188 JAK II

Let slip your naughty dogs of war. We know this game is hard, so we had Naughty Dog tell us exactly what you need to do to get past the 10 hardest spots in the game.

## INSIDE REPLAY

### 190 Soul Calibur II

We asked, and you told us! Beating out the likes of Mitsurugi and Nightmare, Voldo was the most requested character, so here he is.

### 192 SSX 3

We got help from Prima in showing you all the coolest tricks, how to pull them off, and where the heck stuff is on the mountain.

## PS2 Games

- 194 Castlevania: Lament of Innocence
- 196 Simpsons: Hit & Run
- 187 Ratchet & Clank: Going Commando
- 201 Reader Reviews
- 198 Rewind

## PS2 TRICKS AND REVIEW ARCHIVE

Game names in **indicate a Greatest Hits title.**  
Ratings in red indicate a five-star score. A number **1** indicates its rank in the top-selling games for each system.

GAME	PUBLISHER	SCORE	ISSUE
hack // INFECTION	Bandai	★★★★★	55
hack // MUTATION	Bandai	★★★★★	69
hack // OUTBREAK	Bandai	★★★★★	73

**PAY ATTENTION TO MAGAZINE ADS**  
If you haven't then you might have missed a secret keyword code. Here it is: just for you: Abusive False Tragedy



18 Wheeler American Pro Truck	Acclaim	★★★★★	52
4x4 EVO	GOD Games	★★★★★	44
2002 FIFA World Cup	EA Sports	★★★★★	58
Act Combat 04: Shattered Skies	Namco	★★★★★	51
Activision Anthology	Activision	★★★★★	64
Aero Elite: Combat Academy	Sega	★★★★★	67
The Adventures of Cookie & Cream	AgeTec	★★★★★	44
Aggressive Inline	Acclaim	★★★★★	59
Airblade	Namco	★★★★★	53
Aliens Versus Predator: Extinction	EA Games	★★★★★	72
All-Star Baseball 2002	Acclaim	★★★★★	44
All-Star Baseball 2003	Acclaim	★★★★★	56
All-Star Baseball 2004	Acclaim	★★★★★	67
Alter Echo	THQ	★★★★★	73
Amplitude	Sony CEA	★★★★★	68
Antz Extreme Racing	Empire	★★★★★	61
Ape Escape 2	Ubisoft	★★★★★	70
Aqua Aqua	3DO	★★★★★	42
Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★★	70
Arctic Thunder	Midway	★★★★★	50
Armored Core 2	AgeTec	★★★★★	39
Armored Core 2: Another Age	AgeTec	★★★★★	48
Armored Core 3	AgeTec	★★★★★	61
Army Men: Air Attack	3DO	★★★★★	44
Army Men: Green Rogue	3DO	★★★★★	45
Army Men RTS	3DO	★★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★★★★	45
ATV Offroad Fury	Sony CEA	★★★★★	42
ATV Offroad Fury 2	Sony CEA	★★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★★	66
Auto Modellista	Capcom	★★★★★	69
Baldur's Gate: Dark Alliance	Interplay	★★★★★	52
Barbarian	Titus	★★★★★	57
Bass Snake Virtual Fishing Tournament	THQ	★★★★★	51
Batman: Rise of Sin Tzu	Ubisoft	★★★★★	74
Batman: Vengeance	Ubisoft	★★★★★	51
Battle Engine Aquila	Asa	★★★★★	65
Big Mutha Trucker	Empire	★★★★★	71
Black & Bruised	Mayesco	★★★★★	67
Blade II	Activision	★★★★★	62
Blood Omen 2	Eidos	★★★★★	57
BloodRayne	Mayesco	★★★★★	63
Bloody Roar 3	Activision	★★★★★	47
BMX XXX	Acclaim	★★★★★	65
Bombastic	Capcom	★★★★★	72
Breath of Fire: Dragon Quarter	Capcom	★★★★★	67
Britney's Dance Beat	THQ	★★★★★	58
The Bouncer	Square EA	★★★★★	42
Buffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	★★★★★	73





## 196 HIT/RUN!



# 198

## REWIND!

Back to December 20th  
Best and worst in 12/88

A screenshot from the video game 'The Legend of Zelda: Twilight Princess'. The scene is set in a snowy, mountainous landscape under a dark, starry sky. In the foreground, Link is crouching on a path made of large, circular stones. To his right, a character in a white tunic and a yellow bird-like creature are visible. In the background, a large, glowing, circular structure with a spiral design is prominent on the left, and a bright light source, possibly a fire or a glowing object, is on the right. The overall atmosphere is mysterious and adventurous.





**DID YOU KNOW?**  
Dog's first game was *Ski Crazed* for the Apple II. Jason Rubin programmed it in a weekend.

# JAK II

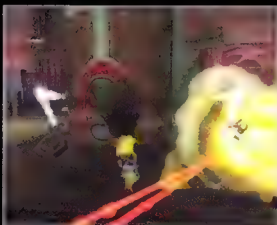
## The 10 most difficult moments and how to get past them

*Jak II may very well be one of the most difficult action-platform titles ever released—so, where better to go for expert strategy than to the guys who made it? We asked Naughty Dog to list Jak II's 10 toughest challenges and how to get past them.*

### 1) BLOW UP AMMO AT FORTRESS

The most difficult part of this mission is getting through the first section, where the camera changes to the view of the tank chasing you. It can really throw off your depth perception. First, you need to get used to moving Jak around in this new view. There isn't really any tactic for learning this—just practice.

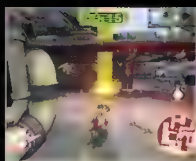
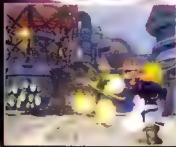
After that, the best way to make it through this section is to lure the tank into firing a stream of rounds in one spot so that Jak can jump away from it. Stand in one spot, watch for the tank's targeting reticule to lock on, and then roll out of the way and move past whatever obstacle is in front of you. Do this before you try to jump over a pit and get caught midair or land in a stream of rounds, because the tank follows your movement. Repeat this until you reach the next section and always be prepared to jump.



### 4) DESTROY SHIP AT DRILL PLATFORM

Getting through the wave of Flying Krimzon Guards in the first gun turret is the most difficult part of this mission. The most obvious tactic here is to destroy them before they get within firing range of you.

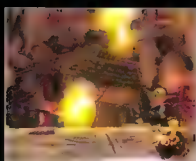
The most common reason for failing this section is spending 10 seconds trying to take out the single enemy that is closest to you. Why waste all that time trying to target one enemy when you have a barrage of five more coming in from the other side? In a lot of cases, that one enemy will fly right in front of your melee of shots while you're firing at the larger incoming group. Pay attention to everything that is going on around you, not just the arrow in the gun turret HUD that detects the closest enemy. If you continuously fire the turret, it will overheat and your fire rate will decrease. Three more things: Strafe, Strafe, and STRAFE!!!



### 2) COLLECT MONEY FOR KREW

The most difficult part of this mission is keeping your bike from being blown up. You'll need to go through the mission a few times to learn where all the money bags are. When you collect one, slow down a bit and look for the next one on your minimap.

Stay low and run over the Krimzon Guards whenever possible so that they don't shoot at you when you're passing by. Also, plan to switch vehicles at least once. (It's extremely difficult to make it through using just one vehicle.) Practice switching vehicles in midair; this technique will help you avoid losing the time you need to get to the next money bag.



### 3) DESTROY EQUIPMENT AT DIG

The most difficult part of this mission is dealing with the Krimzon Guards' deadly accuracy. There are two ways to approach this mission. The first is to go directly after the support cables. Although fun, this is effective only if you play through the mission a bunch of times and know where all the routes go. The easier of the two methods is to take out all the Krimzon Guards, then go back at your leisure and attempt to take out the support cables without the fear of being knocked off. You must use your hoverboard to grind the rails grounding the support cables. Be very careful around ledges—it's easy to fall to your death there.

### 5) HUNT HAVEN FOREST METAL HEADS

The most difficult part of this mission is making it through without dying. There isn't an abundance of health crates to help you out with this one, so come into this mission with full health. There are plenty of health crates in the mountain area before you enter the forest.

There are two ways to spot a Camouflaged Metal Head: one is his beady little glowing eyes, and the other is his huge, glowing Metal Head Gem. So, you're strolling along, taking out Camouflaged Metal Heads and collecting Metal Head Gems, feeling pretty confident that you've made it halfway through with only half your life gone, when BAM—you run into one, he shoots, and you're dead. No problem—you just have to do it again more carefully this time, right? Wrong. The only clue to the location of the Metal Heads you already killed are those beady little glowing eyes, because you already collected their Metal Head Gems. So, you really want to try to make this mission in one go. Four tips will help with this mission:

- 1) Attempt to get through in one pass
- 2) Autotargeting weapons help a bit
- 3) Try to start this mission during the night, because it makes it easier to see the glowing parts of the Camouflaged Metal Heads
- 4) Don't stand still—you will get hit.



### JAK BLACK

Dark Jak kicks some serious ass. When Jak powers up, his special abilities can get you out of some tough situations.



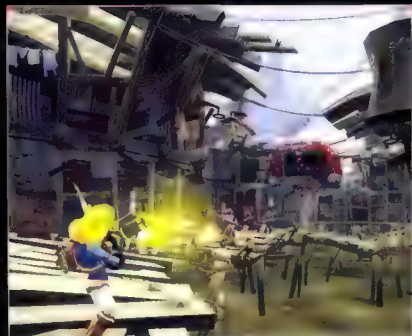


## CRASH BASH: WHAT HAPPENED?!!?

Naughty Dog was no longer in control of the Crash franchise. Jason Rubin referred to that moment as Crash's "fat Elvis period."



**CTR: CRASH TEAM RACING**  
Naughty Dog's incredible kart racer is easily the best available on either PS2 or PS3.



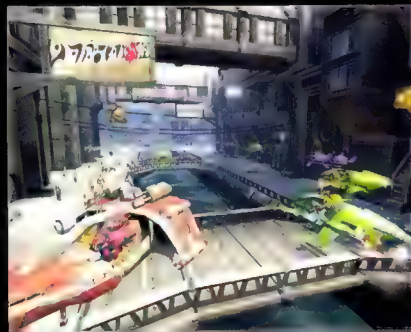
### 6) GET THE SEAL PIECE AT THE WATER SLUMS

This is a difficult mission in general; it gives affirmation to the old adage, "Slow and steady wins the race." Don't try to rush—take your time and slowly move forward as you shoot the guards. Try to kill them in a manner that makes them die on the dock so that you can collect the ammo they drop. Watch your minimap for guards moving in from other directions. It's easiest to keep the camera focused in the direction you're moving and to shoot back toward the direction of the incoming guards—that way, you can keep a constant eye on what's ahead of you. Try not to rush up on the drop ships—they have laser guns that don't miss. Just stay back and take out the guards being dropped off until the ship flies away. Then move forward and collect the ammo. Make sure you know which way you're going so that you don't end up at a dead end and have to come back through a new set of enemies. The easiest way to do this, other than learning the layout of the docks, is to look at your map and then watch yourself on the minimap to make sure you're going in the right direction.

### 7) DESTROY FIVE HELLCAT CRUISERS

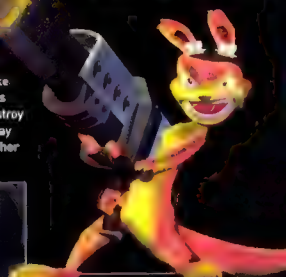
The easiest way to complete this mission is to take out a Hellcat Cruiser and then hide until the alarm goes off. Grab the ammo by Torn's Hideout, jump in a two- or three-seated vehicle (they can take more damage), and slowly head toward one of the Hellcat Cruisers without hitting any Krinzon Guards or their vehicles. We don't want to set off the alarm early.

Now, nudge up against the back of the Hellcat Cruiser; it won't take off or start shooting if you're only nudging against it. Once you start shooting at the Hellcat Cruiser, it's going to try to make a run for it. Make sure you can take it out before it gets away or starts turning on you—avoid having to chase it down. Now, open up and destroy it. Once the Hellcat Cruiser is destroyed, make your way to an alleyway or a cave in the city and hide until the alarm goes off. Then grab another vehicle and proceed as before until the mission is complete.



### DAXTER RULES!

Give him his own game!  
He might not have much of a role in the gameplay, but Dexter is still the true star of this series. We love him!



### 10) DESTROY METAL KOR AT NEST

We're not going to show you a pic of this; the boss is extremely cool looking, and we want our guide to be spoiler free. This is, of course, one of the toughest missions, and rightly so. There are three stages to this mission.

Throughout all the stages, taking out Kor is your main objective, but you can't ignore the Metal Heads around you. Take them out first. Try to take them out when they're in egg form, before they hatch, and don't let them overwhelm you in a corner. One of the easiest ways to get away before they get in close is to hop on your JET-Board and ride around the ring away from them. This is also the easiest way to get ammo from the crates while avoiding getting hit. Sooner or later, though, you're going to have to get off the JET-Board and face them. Use the Jump-Spin and Shoot combo with the Blaster to take out multiple targets. When you see a lull in the onslaught of Metal Heads coming at you, take a few pot shots at Kor—but make sure you avoid Kor's blasts coming at you. Keep an eye on his head; when it begins to glow, start rolling out of the way. He'll fire one blast in the first stage, two in the second, and three in the third.

During the third stage, shoot at Kor until he gets close, jump on your JET-Board and get away, then jump off and repeat. Watch his head and avoid his blasts. Also, watch out for his Shockwave when he falls to the ground and then jump over it. Good luck!

### 8) ESCORT MEN THROUGH SEWERS

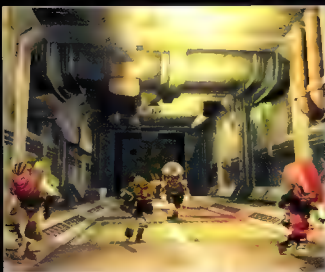
This mission has three difficult parts. They aren't too tough by themselves, but the fact that they happen to be the last three sections and you've most likely taken damage (with no health crates along the way) makes them much more daunting. After descending on the second lift and traveling down the hallway, you'll come to the first difficult task. As you approach the corner that rounds to the right, three Metal Heads will begin firing their lasers. Watching the pattern and entering the laser mesh at the right time will beat this. Jump in and continue to jump forward, avoiding the beams while firing an autotargeting weapon, and you'll take them out.

Directly after defeating the Metal Heads, you'll see three more lasers coming from around the corner to the left. The easiest way to defeat them is to get on your JET-Board and jump over the beams toward the steel grate ramp directly in front of you, which leads to the other side of the pipes. Then, flank them from their left side. Don't get caught in the beams while on your JET-Board, though, or you'll be mincemeat.

Just after passing this section, the last of the rubble-clearing bombs is set—which is when the fun begins. The walls seem to be crawling with Metal Heads coming from all directions.

The best way to defeat this section is to stay close to the men you are defending. If you move too far away from them, the Metal Heads will drop in behind you, and that will make it even tougher to beat. You can use any weapon you want, but the most effective plan is to have full Scatter Gun Ammo ready when you get there. This, of course, hits multiple targets at once and blows the Metal Heads back away from the men you're defending. Just don't want them to get much closer than just over the lip coming out of the water before you run forward a bit and blow them all back. Any closer and they'll start to use their lasers.

After blowing back the Metal Heads, run back toward the men. Continue this process until they are all defeated.



### 9) BEAT KREW IN WEAPONS LAB

The easiest way to avoid getting hit by the Mini-Krew apparitions is to keep moving in one direction around the platform. Stay to the outside so that you don't get caught up on anything and take out the crates as often as possible to get more ammo—they will respawn. Don't stand in one place for too long, or you'll be surrounded and get hit.

A set number of apparitions will spawn before you get to take on Krew himself. Krew has a three-step life meter, and you get to take out each section only after defeating a set of apparitions. The easiest way to defeat this level is to use the Scatter Gun on the Mini-Krew apparitions while you're moving around the platform to keep them as far away from you as possible. During the fights with Krew, use any weapon except the Vulcan Fury Gun—Krew has a high tolerance for this weapon. Watch the gun above Krew's head—it always lights up just before it shoots. If you time it right, he may get off only one shot before you let him have it.





# SOUL CALIBUR II

## Vicious strategies for Voldo

We asked for suggestions on who to spotlight next, and Voldo was the winner. He might be the kinkiest character, but he's also the most challenging, so here's some help in using him, courtesy of the *Bradygames* guide.

### Strengths

Voldo is nothing if not the master of freakiness. It isn't just Voldo's wide range of disturbing costumes, gestures, and actions; this monster has techniques that extend his mind game even further. Voldo can close against foes while crawling on all fours or crab walking, run away from people, or leap around the screen at will. Hissing all the while, Voldo makes it very hard to concentrate on what attack is next in a lineup.

Voldo's damage and ability to control a fight are pretty impressive as well. Many of Voldo's attacks can knock people down and batter them severely, and there are ways to minimize the risks for making these strikes. With a wide assortment of guard cancels, Voldo certainly becomes a useful character for anyone who likes to outsmart opponents instead of using pure instincts—and reflexes.

It's also useful that Voldo has a well-balanced set of launch, juggle, and wakeup skills. Because all of these are effective, Voldo players can mix a wide range of attacks so that victims of a launch have no idea what to expect. Air controlling might put foes in an even worse situation if the Voldo player is one step ahead of them, and that uncertainty makes everything hectic for opponents.

### Weaknesses

Although it isn't hard to learn Voldo's basic game, he has a weak point for players who start to learn his higher-level tricks: It takes a bit off of someone's game to start implementing all of Voldo's eccentric moves. Thus, there are times when Voldo slips in power while players adapt and integrate new skills into their routines. This isn't a huge weakness, but it bears mentioning.

If Voldo isn't used to his fullest—in regard to guard cancels, fast recoveries, and

deception—he can seem like a somewhat slow character. Many of the faster characters in the game won't have too hard a time moving the floor with him if both players try to have a slugfest. Voldo requires a sense of tactics; people who rely solely on speed and a quick response to problems won't get the most out of him.

There are so many exotic moves in Voldo's list that his players often try for attacks that aren't safe. This is hard to resist because Voldo is fun to play with a reckless air. Crawling around on the floor and leaping onto people's heads won't work too often, but trying for these attacks and hearing opponents' reactions is worth the difficulty.

### Path to Mastery

Because Voldo is such an interesting character to control, it takes a while before players see everything he is capable of doing. This strategy section tries to introduce some of the easier elements of advanced Voldo play before getting into the more treacherous (and rewarding) techniques.

#### KEY VOLDO ATTACKS

**Blade Nail** (↖↗) is a two-hit move that Voldo can use under a wide range of conditions. If the initial hit is ducked, the second attack hits crouching defenders. Blade Nail is one of Voldo's staple moves because it is fast enough to act as a sensible counterhit against most foes. If this attack does connect as a counterhit, continue to add pressure with a low attack, perhaps using a Calisto Rush move called Snake Eater (during Calisto Rush, ◯↗), or Scorpion Tail (↖↗) to land a mid-launcher.

**Demon Elbow** (↖↗) is a fast charge into a midattack that is intended to stop aggressive oppo-

nents during a wanton rush. Although difficult to use in the middle of existing combos, Demon Elbow is fast enough to get Voldo into attack range against slow, long-range characters that want to play keep-away games.

**Blind Drop** (↖↗) covers territory quickly as well, hitting mid twice and putting both Voldo and his victim on the ground on a successful hit. A simple Blind Drop Kick (During Blind Stance, ◯↖) straightens Voldo out and slaps any victim who doesn't defend against a low attack before getting up. Roll away from the opponent for Voldo to get into a more useful position, then consider using Blind Dive (↖↗) if foes try to come forward too soon. Mix this with a more complex midstrike after training people to stay low. For example, attack with Blind Drop, then go into Mantis Crawl when Voldo rises into his Blind Stance posture (Blind Stance, ◯↖↗ to Mantis Crawl). From there, attack with Asylum Breakout (Mantis Crawl, ◯).

**Scorpion Tail** (↖↗) isn't limited to use after a counterhit. Indeed, this launcher is reasonably quick for what it does, and its animation is odd enough to complicate matters for beginners and veterans alike.

**Blind Blade** (↖↗) is safe on block and acts as a very sensible move to deal with fast charges when Blade Nail just won't be fast enough. After connecting, Voldo is in a good position for flowing into another attack. Mix successes with fast low attacks and powerful mids:

**Despair** (↖↗ or ↖↗) keeps Voldo low and also serves well to give him a huge advantage on hit, staggering foes in the process. Going under wide horizontal slashes during an opponent's charge should be paired with Despair and a fast Rat Cheese (↖↗↖↗). Another solid rush stopper against people who keep trying to get inside is Mouse Cutter (↖↗).

#### JUGGLES AND WAKEUP TRICKS

After succeeding with a Scorpion Tail, Voldo has a number of good choices. To deal safe damage without wasting time, use a Blade Nail, then another Scorpion Tail or a Praying Mantis (↖↗).

To sow confusion, after an opponent expects these attacks, delay a moment after a future launch and use Evil Bow (↖↗). If this hits after the opponent has landed and started to rise, the victim is plopped back onto the ground. This is a nice mix-up to hurt anyone who wants to make a Quick Recovery and counterattack.

**Bloody Drill** (↖↗), one of Voldo's interesting throws, has an element of abuse potential during launch games. After hitting a target with a light juggle (even a simple ◯ or ◯), Bloody Drill has a chance to catch opponents before they have completely landed. The easiest example of this is done when an opponent is near the wall. After a Scorpion Tail, Voldo can easily turn by hitting ◯ and use Bloody Drill to catch the opponent just as he is nearing the ground. This turns into a full throw. Normal throws cannot do this, so Bloody Drill,

gets a nod of approval for use in these scenarios.

The following combo requires a successful counterhit to succeed, but the final damage tally is worth the initial setup time. From an existing crouch, use Scorpion Claw (White Rising, ◯) and follow a counterhit with Mad Shredder (↖↗↖↗↖↗).

#### GETTING AROUND

Although very hard to master, an option is to input ◯↖↗ when Voldo first enters Blind Stance to run away from opponents. This works if quickly entered at the end of an attack that naturally sends Voldo into his Blind Stance posture. For instance, a Voldo player who tries to use Dark Shredder (↖↗↖↗ to Blind Stance) sees that the attacks are being blocked; as soon as the attack series ends and Voldo turns, the player inputs ◯↖↗ and runs off to avoid a counterattack. There are easier moves to use this trick with, and all of them require very specific timing.

For another dose of strange commands, Voldo can charge in with Mantis Crawl—the big deal is that he can do this away from his opponent. When Voldo is in Mantis Crawl feet first, pressing ◯ or ◯ rolls him through a Side Stepping motion. As soon as the animation completes, entering ◯↖ causes Voldo to skitter away from his opponent.



#### KEY: D-PAD

Hollow Arrow = Tap, Solid Arrow = Hold





GAME	PUBLISHER	SCORE	ISSUE
<b>Final Fantasy I</b>	<b>EA Games</b>	<b>★★★★★</b>	<b>51</b>
Freestyle	EA Sports Big	★★★★	59
Freestyle Metal X	Midway	★★★★	57
Frequency	Sony CEA	★★★★	53
Frogger: The Great Quest	Konami	★★★★	52
Far Fighters: Viggo's Revenge	Acclaim	★★★★	46
Futurama	Vivendi Universal	72	
G.I. Gockey 3	Koei	★★★★	69
Gadget Racers	Comspiracy	★★★★	50
Galaxies: Ash	Sammy	★★★★	66
Gallop Racer	Tecmo	★★★★	48
Gallop Racer 2001: A New Breed	Tecmo	★★★★	49
Gauntlet: Dark Legacy	Midway	★★★★	46
The Getaway	Sony CEA	★★★★	51
Giants: Citizen Kabuto	Interplay	★★★★	63
Gitaro-Man	Koei	★★★★	53
Gladus	LucasArts	★★★★	74
Godar: Elemental Force	3DO	★★★★	54
Gradus II and IV	Konami	★★★★	39
<b>Grand Theft Auto: Vice City</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>68</b>
Grand Prix Challenge	Atari	★★★★	68

Of all the cheats in this brilliant game, these are our personal favorites. So, to get on with playing as someone new (although not one's cooler than Verne) punch these in during gameplay.

## UNLOCKABLE SKINS

Ricardo Blue	L1, L2, R1, R2, &, L1, L2, L2
Lance Vance	○ L2, ○ R2, ○ R1, ○ R2, ○ L1
Candy Sexena	○ L2, ○ R2, ○ R1, ○ R2, ○ L1, ○ L2
Ben Rosenberg	○ L1, ○ R2, L1, ○ R2, L1, ○ R2
Hlary King	○ L1, ○ R2, L1, ○ R2, L1, ○ R2
Love Flat Guy #1	○ L1, L2, ○ R2, ○ R1, ○ L2, ○ R2
Love Flat Guy #2	○ R1, L2, ○ R2, ○ R2, ○ L1, ○ L2
Phil Cassidy	○ L1, ○ R2, L1, ○ R2, L1, ○ R2
Sonny Fornell	○ L1, ○ L2, ○ R2, L1, ○ L2, ○ R2
Marcus	○ L1, L2, L1, ○ R2, ○ R2, ○ L2

## GENERAL AWARDS

Robocops	○ L1, ○ L2, ○ R2, L1, ○ R2
Pedestrians Have Weapons	○ L2, R2, L1, ○ R2, ○ R2, ○ L2
Gas Drop Weapons	○ L1, ○ R2, L1, ○ R2, L1, ○ R2
Media Level Meter	○ R2, ○ R1, L2, ○ R2, ○ R2, ○ L2
Hovering Cars	○ R2, ○ R2, ○ L2, ○ R2, L1, ○ R2
Strange Wheels	R1, ○ L2, ○ R2, ○ R2, ○ L2, ○ R2
Double Your Car Speed	R1, R2, L1, L1, ○ R2, ○ R2, ○ L2, ○ R2

## Grand Theft Auto III

<b>Grand Theft Auto III</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>52</b>
Grandia II	Ubisoft	★★★★	53
Grandia Xtreme	Enix	★★★★	61
Gravity Games Bike: Street Vert.	Midway	7	61
The Great Escape	Gotham Games	★★★★	72
GTC Africa	Mayesco	★★★★	58
Gunthy Gear X	Mayesco/Sammy	★★★★	51
Gunthy Gear X2	Sammy	★★★★	66
Gungnir	Sega	★★★★	48
Gungnir Blaze	Working Designs	79	
<b>Half-Life</b>	<b>Sierra</b>	<b>★★★★★</b>	<b>61</b>
Harry Potter and the Chamber of Secrets	EA Games	★★★★	64
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven Call of the King	Midway	★★★★	64
Headhunter	Acclaim	★★★★	57
Herby Geordy	Eidos	★★★★	56
Hordes of Might and Magic	3DO	★★★★	60
Hidden Invasion	Conspiracy	60	
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★	55
<b>High Heat MLB 2004</b>	<b>3DO</b>	<b>★★★★★</b>	<b>55</b>
<b>Hitman 2: Silent Assassin</b>	<b>Eidos</b>	<b>★★★★★</b>	<b>63</b>

Try these m-game cheats: Input them during gameplay.

## SLOW MOTION: R2, L2, Up, Down, X, L2, Up

One of those tricks that falls into the "not very useful" category.

## FULL HEALTH: R2, L2, Up, Down, X, Up, Down

This one, on the other hand, can be filed under "very useful".

## PUNISH MODE: R2, L2, Up, Down, X, Up, Down

## GRAVITY: R2, L2, Up, Down, X, L2, L2

We're not sure why you'd want this, but here it is anyway.

GAME	PUBLISHER	SCORE	ISSUE
<b>LETHAL CHARGE</b>	<b>R2, L2, Up, Down, X, R1, R1</b>		
Makes your shots even more effective. One-shot kills are easier to pull off.			
<b>BOMB MODE</b>	<b>R2, L2, Up, Down, X, Up, L1</b>		
Does exactly what it says.			
<b>MEGA FORCE</b>	<b>R2, L2, Up, Down, X, R2, R2</b>		
Has the amusing effect of making bad guys disappear into the disintegrate when you kill them. (Restart level to remove effects.)			
<b>NALGAN MODE</b>	<b>R2, L2, Up, Down, X, L1, L1</b>		
This one pins people to walls. The effects aren't always obvious—it depends on where you shoot the bad guys. Try shooting corners for added amusement. Activate this and Mega Force together for added			
frivolity.			
<b>Hot Shots Golf 3</b>	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★★★	64
The Hulk	Vivendi Universal	★★★★	70
Hunter: The Reckoning—Wayward	Interplay	★★★★	72
Hypersonic Xtreme	Mayesco	★★★★	67

<b>Indiana Jones and the Emperor's Tomb</b>	LucasArts	★★★★	71
Indy Car Series	Codemasters	★★★★	71
Island Extreme Racer	EA Games	★★★★	65
The Italian Job	Eidos	★★★★	72
Jade Coaxion 2	Ubi Soft	★★★★	53

## Jack and Buster: The Precarious Legacy

<b>Jack</b>	<b>Sony CEA</b>	<b>★★★★★</b>	<b>52</b>
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: Nightfire	Activision	★★★★	64
James Cameron's Dark Angel	Sierra	★★★★	65
Jeremy McGrath Supercross World	Acclaim	★★★★	53
Iki IQ2	Sony CEA	★★★★	63
Jonny Moseley Mad Trn	3DO	★★★★	54
The Jungle Book: Rhythm in Groove	Ubi Soft	★★★★	69
Jurassic Park: Operation Genesis	Universal	★★★★	68
K-1 World Grand Prix	Konami	★★★★	71
Kelly Slater's Pro Surfer	Activision	★★★★	61
Kengo: Master of Bushido	Grave	★★★★	42
Kessen	EA Games	★★★★	39
Kessen II	Koei	★★★★	51
Kinetica	Sony CEA	★★★★	50
The King of Route 66	Sega	★★★★	67
King's Field: The Ancient City	Ageia	★★★★	55
Kingdom Hearts	Square EA	★★★★	61
Klonoa 2: Lunatic's Veil	Namco	★★★★	47

Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Lo Mans 24 Series	Infogrames	★★★★	48
Legena 2: Dual Saga	Fresh Games	★★★★	63
The Legend of Alon D'ar	Ubisoft	★★★★	54
Legends of Wrestling	Acclaim	★★★★	53
Legends of Wrestling II	Acclaim	★★★★	65
Lepion: The Legend of Excalibur	Acclaim	★★★★	59
Lego Racers 2	Lego Media	★★★★	51
Lethal Slaves	Sammy	★★★★	58
Lethal Slaves II	Sammy	★★★★	74
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★★	63
The Lord of the Rings: The Two Towers	EA Games	★★★★	63
Mace Griffin Bounty Hunter	Vivendi Universal	71	
Mad Maestro!	Eidos/Fresh	★★★★	56
Madden NFL 2001	EA Sports	★★★★	38
Madden NFL 2002	EA Sports	★★★★	48
<b>Madden NFL 2003</b>	<b>EA Sports</b>	<b>★★★★★</b>	<b>55</b>
<b>Madden NFL 2004</b>	<b>EA Sports</b>	<b>★★★★★</b>	<b>72</b>

**CHEAP WAY TO MAKE MONEY** Start a regular game (season or home playoffs) save, and then quit. Reload your franchise file, and it will resume where you last saved, but the computer will recharge everyone, so all your ticket sales, concessions, and whatnot will be doubled. This only works when you're the home team, though.

Magik: Pencil The Quest for Color	Ageia	★★★★	69
The Mark of Kn	Sony CEA	★★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Max Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★★	54

## REPLAY FORUM

**CACTUAR, WHERE?**  
Help! I finally got around to buying FFX because of the Greatest Hits price, but I want to find all the cactuar now! Can you tell me where they all are?

Scott Logan  
Westchester, NY

Of course we can! Here's a listing of where they are in their proper order.

-Oasis: Near the first save point.

-East Sanubia Desert: In the eastern alcove, north of the save-point tent.

-West Sanubia Desert: Look around the sign near the cactuar rock that says the nonsensical &#8220;20% off&#8221;.

-Central Sanubia Desert: Near the western ruins; keep an eye out for two cactuars randomly running around the desert.

-East Sanubia Desert: Near the save point under the tent.

-West Sanubia Desert: Go far west, and you'll see a locked treasure chest—he's trapped inside.

-Sanubia Desert (Central): In the area of the sand whirlpools. You'll need to leave and reenter the area.

-Oasis again: Teleport to the airship and check the outside deck.

-Sanubia Desert: Come back to the cactuar statue, and the last one appears right behind you.

GAME	PUBLISHER	SCORE	ISSUE
MDK2: Armageddon	Interplay	★★★★	45
<b>Metal Gear Solid 2: Substance</b>	<b>EA Games</b>	<b>★★★★★</b>	<b>67</b>
Mega Man X7	Capcom	★★★★	74
Men in Black II: Alien Escape	Infogrames	★★★★	60
<b>Metal Gear Solid 2: Substance</b>	<b>Konami</b>	<b>★★★★★</b>	<b>67</b>
<b>Metal Gear Solid 2: Substance</b>	<b>Konami</b>	<b>★★★★★</b>	<b>67</b>
MetropolisMania	Natsume	★★★★	61
<b>Midnight Club 2</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>59</b>
<b>Midnight Club 2</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>59</b>
Mike Tyson Heavyweight Boxing	Codemasters	★★★★	58
Monomy Report	Activision	★★★★	65
Master Mesquite	Eidos/Fresh	★★★★	56
MLB 2004	Sony CEA	★★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	X5 Games	★★★★	69
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★★	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★★★★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★★	54
Mogel	Grave	★★★★	73
Monopoly Party	Infogrames	★★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★★	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★	53
MotoGP3	Namco	★★★★	67
Motor Mayhem	Infogrames	★★★★	47
MTV Music Generator 2	Codemasters	★★★★	46
The Mummy Returns	Universal	★★★★	52
Muscle Maker	Magna	★★★★	69
MVP Baseball 2003	EA Sports	★★★★	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★★	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★★	59
My Street	Sony CEA	★★★★	67
Myth II: Exile	Ubi Soft	★★★★	63
Mystic Heroes	Koei	★★★★	64
Namco Museum	Namco	★★★★	53
NASCAR 2001	EA Sports	★★★★	40
NASCAR Heat	Infogrames	★★★★	61
NASCAR Thunder 2002	EA Sports	★★★★	51
NASCAR Thunder 2003	EA Sports	★★★★	62

## NASCAR Thunder 2004

EA Sports

★★★★★

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62

62



# SSX 3

## Metro-City and Uber tricks

### Boost Bar

The Boost bar will quickly become your new best friend. Without it, you simply won't win. Worse, you won't be able to make it over jumps high enough to pick up big multipliers, point icons, and collectibles, and shortcuts will eventually be invisible.

Don't get too worried, though. Simply do big tricks to fill up your Boost bar. The more tricks and combos you pull off, the more boost you get, eventually filling the bar, which allows you to go into an Uber state.

In an Uber state, not only do you have cool trails of snowboarding power flowing from you, you can pick up bigger points and pull off some amaz-

ing moves. Fill the letters U-B-E-R, and you move into a Super Uber state. Fill S-U-P-E-R, and then you can pull off some really crazy moves called Monster tricks. But don't think those are easy to pull off—in fact, it's quite complicated to even get these.

#### BOOST BAR STATES:

- Empty: Clear
- Full: Red
- Level 1: White
- Level 2: U-B-E-R complete
- Level 3: S-U-P-E-R U-B-E-R complete

\* Monster tricks. Win these via Career Highlight completion (or accidentally do them if you're extremely lucky).

### Tricks, Uber Tricks, and More

Consider these general notes on tricks before we get down and dirty:

- Tricks are the same for each character except for signature moves called Super Uber tricks
- Rewind for spins by holding and pressing in whatever direction you want to spin
- Don't just grind on rails and logs—Uber grind! It gives you more points and looks pretty darned cool
- When an event starts, push off from the gate to go faster. Do this simply by pressing Up right before the timer hits zero.

• Don't do the same tricks over and over during a combo because repeated tricks score lower.

• Balance your rail slides and handplants with the left analog stick. Not only does this help you keep combos going, it can change your direction while sliding or doing a handplant, which often helps you find new areas.

• Uber tricks are worth more than regular tricks, and Super Ubers are worth more than Ubers. Monster tricks are worth the most

• Keep this equation in mind: Tricks = points = money.

Specifically, 500 points equals \$1. However, there's a cap. Once you hit 10,000 points and above, you get a flat \$20. Sure, it doesn't seem like much, but it adds up quickly, and before you know it, you'll be making thousands of dollars just by practicing! If you're looking for quick cash, transport to one of the Super Pipes and go for a Free Ride Those back-to-back big airs add up really quickly.

#### BASIC TRICKS

You'll need to know how to pull off the basic moves. But come to think about it, we use the term "basic" lightly. After all, you can combine any of the grabs below with forward and backward tips,

not to mention spins, Uber tricks and Super Ubers. For instance, to do a frontflip Stalefish, you would jump and hold R1 while pressing forward on the D-pad.

Remember, too, that Monster tricks are combinations of a Super Uber with one of the moves listed below. All of this makes the following list indispensable.

#### TRICK LIST

Trick name	Buttons
Stalefish	R1
Method	L1
Indy	R2
Muie	L2
Tailgrab	R1 + R2
Nosograb	L1 + L2
Melancholy	L1 + R1
Swiss Cheese	L2 + R2
Lein	R1 + L2
Stiffy	L1 + R2
Chicken Salad	R1 + R2 + L1
Spaghetti	R1 + R2 + L2
Stalemasky	L1 + L2 + R1
Seabelt	L1 + L2 + R2
Shifty	L1 + R2 + R1 + R2

#### UBER AND SUPER UBER TRICKS

Here are all of the Uber and Super Uber tricks in the game. For those listed as level 1, you simply need to have the Boost bar filled. For those listed as level 2, you need to have U-B-E-R spelled out. Then you can move onto Super Ubers, but keep in mind that not all Super Uber tricks are available at the start. You purchase level 3 Super Uber tricks at each of the Lodges on the three peaks. In addition, you can customize which Super Ubers tricks you have access to at a given time.

#### LEGEND

- Single Stage Big Challenge
- Multistage Big Challenge
- Collectible Snowflake







## THANK PRIMA WITH US!

This neat map and the tricks list inside  
both courtesy of the Prima Guide for SSX A

### STALEFISH

Name	Buttons	Level
Springer	R1 + ○	1
Tricky Flicky	R1 + ○	1
G-Money	R1 + ○	2
Superman	R1 + ○	2
Smithereen	R1 + ○	3
Torpedo	R1 + ○	3

### METHOD

Name	Buttons	Level
Roach Around	L1 + ○	1
Mahogany	L1 + ○	1
Jib-O	L1 + ○	2
Indian	L1 + ○	2
Hand in Hand	L1 + ○	3
Kort Martial	L1 + ○	3

### TAILGRAB

Name	Buttons	Level
Amazing Spenco	R1 + R2 + ○	1
Stanky Cheese	R1 + R2 + ○	1
Morgan Grinder	R1 + R2 + ○	2
Slinger	R1 + R2 + ○	2
Svelton	R1 + R2 + ○	3
Lukelee	R1 + R2 + ○	3

### INDY

Name	Buttons	Level
Extended Play	R2 + ○	1
Can Opened	R2 + ○	1
Matriculator	R2 + ○	2
Karolicker	R2 + ○	2
Judo	R2 + ○	3
Element	R2 + ○	3

### MUTE

Name	Buttons	Level
Clean Sweep	L2 + ○	1
Counter Point	L2 + ○	1
Bar Hop	L2 + ○	2
SSKorist	L2 + ○	2
dnl	L2 + ○	3
Katana	L2 + ○	3

### NOSEGRAB

Name	Buttons	Level
Big Unit	L1 + L2 + ○	1
Kickin' A	L1 + L2 + ○	1
Madonna	L1 + L2 + ○	2
Vacation	L1 + L2 + ○	2
Footloose	L1 + L2 + ○	3
Tricktello	L1 + L2 + ○	3

## Career Highlights

Career Highlights are specific tasks you need to complete in order to obtain Monster tricks. 24 Highlights to finish means 24 Monster tricks to obtain. It doesn't matter exactly where you accomplish these Highlights, except that it's best to consider the trick type you have to pull off, and then pick an appropriate course. For example, it might be best to pick a Slopestyle course over a Race course if you want to try rail sliding for 10 seconds, because there are so many rails on a Slopestyle course.

Task	Award
Stay on a rail for 25 meters	Da Housecat
Stay on a rail for 120 meters	Thrice
Stay on a rail for 300 meters	Swollen Member
Hold a handplant for 3 seconds	Yellowcard
Hold a handplant for 5 seconds	Alpine Star
Hold a handplant for 8 seconds	MbPx
Stay in air for 5 seconds	Aphrodite
Stay in air for 8 seconds	Ultimate dnl B00ST
Stay in air for 10 seconds	Deepsky
Knock down 3 people in a race	Fischerspoon
Knock down 6 people in a race	Basement Jaxx
Knock down 10 people in a race	N.E.R.D. Fly or Die
Do 5 Uber grinds in 1 event	Finger 11
Do 8 Uber grinds in 1 event	Autopilot Off
Do 10 Uber grinds in 1 event	The Automator
Do 5 Ubers in 1 event	Black Eyed Peas
Do 8 Ubers in 1 event	Placebo
Do 10 Ubers in 1 event	Overseer
Get 150,000 in 1 event	Chemical Brother
Get 500,000 in 1 event	Ultimate dnl FLIPIT
Get 1,000,000 in 1 event	X-Eutoner
Do a 10X combo in an event	Audio Bully
Do a 20X combo in an event	Stoneage
Do a 100X combo in an event	Juana's Addiction

## Monster Tricks

And really, what SSX 3 trick list would be complete without the Monster tricks? To obtain these, you need to complete the 24 Career Highlights (check our earlier list on what these Highlights are). More importantly, remember that Monster tricks always involve one of the Super Ubers listed above. And because you must buy some Super Ubers, make sure you have it in your arsenal and selected before you start slamming on the buttons in frustration. You can purchase some of these moves in the Lodge.

Move + Super Uber	Name
FS 540 G-Money	Da Housecat
Triple Backflip Superman	Aphrodite
FS Rodeo 720 Smithereen	Thrice
BS 720 Torpedo	Swollen Member
BS 900 Kickin' the Matriculator	Yellowcard
FS Double Backflip 540 Karolicker	Alpine Star
Backflip Nosegrab to Judo	MbPx
FS Rodeo 720 Element	Ultimate Element
BS 900 Jib-O	Black Eyed Peas
FS 900 Indian to Late Method	Deepsky
BS Misty 900 Hand in Hand	Basement Jaxx
BS Backflip 360 Kort Martial to Late Stalefish	Fischerspoon
Double Backflip Bar Hop to Late Mute	Chemical Brother
FS Triple Backflip 180 SSKorist	X-Eutoner
FS Double Frontflip 360 dnl to Late Indy	dnl. Flipl
BS 720 Indy to Late Katana	Juana's Addiction
FS 1080 Morgan Grinder	Audio Bully
BS Backflip 360 Slinger	Finger 11
FS Misty 720 Svelton to Late Nosegrab	N.E.R.D. Fly or Die
Triple Backflip Nosegrab to Late Lukelee	Overseer
BS Double Backflip 180 Madonna	Stoneage
Double Backflip Vacation to Late NIFTY Shifty	Autopilot Off
BS 360 NIFTY Shifty to Late Footloose	The Automator
BS 540 Indy to Late Tricktello	Placebo







## CASTLEVANIA: LAMENT OF INNOCENCE

Finding the three secret whips

You're probably wondering why there are only two whips in the game. Actually, there are five total; three are being held by hidden Elementals. Here's where to find each of these fools, and how to take them down and claim some whip goodness.

### Fire Elemental

**WHERE?** Anti-Soul Mysteries Lab. Get to the second floor, find the main hallway with the save point, then continue east. Go into the room with the long hallway and the moving floor; ride said floor down the center. Use your whip on the golden poles to reach the hidden boss door.

**HOW?** Use the Whip of Ice, duh. If you don't have that handy, you can use your trusty Whip of Alchemy. When attacking the Fire Elemental, use combo attacks that emphasize the Triangle button—he can block most attacks that use the Square button. The tricky thing with this guy is that he first uses a string of heavy slashes that will break through your normal block. You have to pull off a perfect block in order to repel these attacks. Since the timing of a perfect block is tricky, we suggest just running the heck away, and maybe jumping, to avoid these swings. Occasionally, he'll switch to one big slash, which you can easily run around. Then you can hit him from another position. He follows up his slash attacks with a jumping flame attack—he jumps in the air and smashes his sword into the ground, causing flames to spew up. You can usually block the flame, but instead, you should actually try to hit him when he's recovering from the attack—it's an obvious pause in his pattern. Put the hurt on him and you'll eventually earn the Whip of Flames.

### Ice Elemental

**WHERE?** The Dark Palace Of Waterfalls. First, go to the Anti-Soul Mysteries Lab and get the Wolf's Foot relic. It's behind a door for which you'll need the Red Phoenix key, which is near the courtyard area in the Garden Forgotten By Time. The Wolf's Foot relic will make it much easier to reach the room you need to get to. In any case, make your way past the skull ride and into the series of Y-intersections. Go to the Y-intersection near the

start point and head southeast. Eventually, you'll be in a room where there's a cutout of a door on the wall. In order to open this wall, wait for the Heavy Armor to take aim with his mace. Dodge it at the last second and his mace will crash through the wall. Once you're in that room, you need to use creative jumping and whipping to make your way up the ledges. The last ledge at the top is the one for which you'll want the Wolf's Foot relic; otherwise, good luck running, jumping, and whipping your way up there. Once you get to the top, you'll be at the hidden boss door.

**HOW?** Hopefully, you'll have the Whip of Flames (or maybe you're fighting the Ice Elemental first, to make fighting the Fire guy easier). Like the other two, the best time to hit her is either when she's recovering from pulling off a big attack or when she's charging up for a big attack—after she charges up her arm and runs at you, while she's standing still and charging up her laser, after she shoots the ice crystals, or after she sends out a shockwave. Try to evade her attacks, as most are not blockable, and the shockwave in particular will paralyze. Eventually, you'll get the Whip of Ice from her.

### Lightning Elemental

**WHERE?** Garden Forgotten By Time. Work your way to the second room, where there's a Man-Eating Plant (it'll be north of a room fea-

turing a Mist and a Shadow Wolf). Whip said plant until it's under the ledge in the northeast corner of the room. Use the plant to get up onto the ledge and get into the next room. Hit both levers (behind the statues) and you'll see that the door in the wall has a platform underneath it. Jump to the platform and get through the door before the platform disappears again. In the next room, use your whip to latch onto a lightpole; then work your way across the platforms to the southern door. Go through, ascend the tower, and, in the next room, whip the statue. In the east hallway after this room is the hidden boss door.

**HOW?** Thunder is probably the toughest of the three Elementals. In fact, he's resistant to the two other Elementals' whips, so don't bother arming them. Instead, use Axe- or Knife-based attacks. Like the Fire Elemental, this guy likes to jump into the air and slam his dual-sword thingy onto the ground, creating a lightning explosion. Run around and smack him from behind, like you did to the Fire Elemental. Again, like the Fire Elemental, he'll use a series of slashes; avoid them if you can. He's also vulnerable when he charges at you; you can dodge this and hit him from behind as he slams into a wall. He also likes to stand still and zap lightning from his sword. Dodge all of these lightning blasts and keep hitting him whenever he does either the jump or the charge attack, and you'll earn the Whip of Lightning.



Strike while the iron is hot!



Cool her down with your slick moves.



Charge at him when he's charging up.



# THE ENTIRE NATO ALPHABET (WHAT MILITARY FORCES USE AS CODEWORDS)

Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, India, Juliet, Kilo, Lima, Mike, November, Oscar, Papa, Quebec, Romeo, Sierra, Tango, Uniform, Victor, Whiskey, X-ray, Yankee, Zulu

GAME	PUBLISHER	SCORE	ISSUE
NCAA College Football 2K3	Sega Sports	★★★★	60
NCAA Final Four 2001	Sony CEA	★★	41
NCAA Final Four 2002	Sony CEA	★★★★	52
NCAA Final Four 2003	Sony CEA	★★★★	64
NCAA Football 2002	EA Sports	★★★★★	48
NCAA Football 2003	EA Sports	★★★★★	52
NCAA Football 2004	EA Sports	★★★★★	71

**TOWNSHOWN CELEBRATIONS** If you wanna be like those boys in the NFL and do a little dance (maybe make a little love?) whenever you score a touchdown, just press the following button combos whenever you see "townshout" on-screen.

L2+O Player spikes the ball, points to crowd, then beats his chest

L2+V Player bows to the crowd

L2+O Player spikes the ball, then shrugs his shoulders

L2+O Player does Heisman Trophy pose

L2+O Player will dunk on the Goal Post

R2+O Player will punch the ball toward the crowd

R2+O Player will kick the ball into the crowd

R2+O Player will throw the ball to the crowd

NCAA GameBreaker 2001	Sony CEA	★★	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA GameBreaker 2004	Sony CEA	★★	73
NCAA March Madness 2002	EA Sports	★★★★	53
NCAA March Madness 2003	EA Sports	★★★★	64
Need for Speed: Hot Pursuit 2	EA Games	★★★★★	62
NFL Blitz 2K3	Sega Sports	★★★★★	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★★	60
NFL Blitz Pro	Midway Sports	★★	76
NFL GameDay 2001	Sony CEA	★★	40
NFL GameDay 2002	Sony CEA	★★	53
NFL GameDay 2003	Sony CEA	★★	61
NFL GameDay 2004	Sony CEA	★★	73
NFL Quarterback Club 2001	Acclaim	★★	50
NHL 2001	EA Sports	★★★★	58
NHL 2002	EA Sports	★★★★★	50
NHL 2003	EA Sports	★★★★★	63
NHL 2004	EA Sports	★★★★★	73

Our resident hockey expert is busy being Canadian at the moment, so we don't have any links or codes for you NHL heads. Maybe you can help your fellow readers out by writing to [qgm@jiffdavis.com](mailto:qgm@jiffdavis.com) with some pointers.

NHL 2K3	Sony Sports	★★★★★	64
NHL FaceOff 2001	Sony CEA	★★★★	49
NHL FaceOff 2003	Sony CEA	★★★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★	62
NHL Hitz Pro	Midway	★★★★	73
Ninja Assault	Namco	★★	61
No One Lives Forever	Sierra	★★	56
Oni	Sony CEA	★★	51
Oni 2	Rockstar	★★	43

Outlanders: Warriors	Capcom	★★★★	43
Onimusha 2: Samura's Destiny	Capcom	★★★★	60
Orphen: Circle of Sorcery	Activision	★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★	54
PeKappa the Rapper 2	Sony CEA	★★	51
Pens-Dakar Rally	Acclaim	★★	53
Plants: The Legend of Black Kat	EA Games	★★★★	51
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pnde FC	THQ	★★★★	68
Primal	Sony CEA	★★★★	68
Pro Race Driver	Codemasters	★★★★★	65
Project Eden	Eidos	★★★★	52
Pyrim Chapter One: The Dark Unicom	TDK Mediatech	★★★★	60
PTO IV	Koei	★★	66
Q-Ball Billiards Revolution	Take 2	★★★★	40
Quake III: Revelation	EA Games	★★★★	44
Rally Fusion: Race of Champions	Activision	★★★★	64
Ratchet & Clank	Sony CEA	★★★★★	63
Rayman 2: Revelation	Ubisoft	★★★★★	43

Rayman 3: Hoodlum Havoc	Ubisoft	★★★★	67
Rayman Arena	Ubisoft	★★★★	57
RC Revenge Pro	Acclaim	★★★★	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★★	40
Real Card Soccer 20-03	Midway	★★★★	57
Red Faction II	THQ	★★★★	46
Red Faction II	THQ	★★★★	63
Red Fishing III	Natsume	★★★★	72
Reign of Fire	Bam	★★	63
Resident Evil: Code Veronica X	Capcom	★★★★★	48
Resident Evil: Dead Aim	Capcom	★★★★	70
Return to Castle Wolfenstein	Activision	★★★★	71
Rez	Sega	★★★★	53
Riding Racer V	Namco	★★★★	38
Riding Spirit	Bam	★★★★	61
Ring of Red	Konami	★★★★	43
Rise: Global Domination	Akane	★★★★	73
RLH: Run Like Hell	Midway	★★★★	62
Road Kill	Interplay	★★★★	74
Road Trip	Conspiracy	★★★★	61
Robin Hood: Defender of the Crown	Capcom	★★	74
Rocky	Ubisoft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★★	62
Romance of the Three Kingdoms VII	Koei	★★★★	60
Romance of the Three Kingdoms VIII	Koei	★★★★	73
RPG Maker 2	Ageate	★★★★	74
RTX Red Rock	LucasArts	★★	71
Rugby	EA Sports	★★★★	48
Rugby 2004	EA Sports	★★★★	73
Rumble Racing	EA Games	★★★★	45
Rune: Viking Warlord	Take 2	★★★★	48
Rygar: The Legendary Adventure	Tecon	★★★★	64
Salt Lake 2002	Eidos	★★★★	55
Save Private Skies	Bam	★★★★	56
Scorpio: Dog Night of 100 Frightes	THQ	★★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Seek and Destroy	Conspiracy	★★★★	66

Sega Bass Fishing Duel	Sega	★★★★	62
Sega Soccer Slam	Sega Sports	★★★★	62
Sega Sports: Tennis	Sega Sports	★★★★	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★★	43
Shadow Man: Second Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★★★	52
Shiftris	3DO	★★	58
Shinobi	Sega	★★★★	63
Shox	EA Sports Big	★★★★	63
Shrek Super Party	TDK Mediatech	★★★★	64
Silent Hill 2	Konami	★★★★★	50
Silent Hill 3	Konami	★★★★★	71

**MORE SHIRT SWITCHING**  
Other 2.H Daws images also got special Silent Hill 3 shirts in the game. Enter these codes for these other fine publications

EGM: EGM4ptaporter GMR: GMR4owzoo

Agate: ★★★★★ 70  
Konami: ★★★★★ 39  
Silent Scope 2: ★★★★★ 49  
Silent Scope 3: ★★★★★ 62  
Silphhead: The Lost Planet Working Designs: ★★★★★ 72

**The Simpsons Hit & Run**  
Did you know that there's a secret car in every level? Our personal favorite is in level 2. Go to the monorial station and make your way to the top. Hop in the front car, and you can then drive the broken monorial. Sing the monorial song while you're at it.



The Simpsons: Road Rage	EA Games	★★★★	52
The Simpsons Skateboarding	EA Games	★★	64
The Sims	EA Games	★★★★	65

## REPLAY FORUM

### SILENT HILL 3

Yes, it succeeds in being scary, but near the end, Vincent and Claudia were making the game more and more silly. I also, have a question: Were you able to unlock the fairy in the sewer water? I keep trying but it won't work.

July Hizon  
@recreation4  
yahoo.com

We think you mean the fairy that helps you unlock a secret weapon. Unequally the steel pipe and you'll have the option to throw it into the water.

### SOCOM: U.S. Navy SEALs

I just got SOCOM as a Greatest Hits (cheaper, and will last me until I can get enough money to get SOCOM II, and I heard that there are secret commands you give only through the headset. What do I gotta say for these cool traits?

Mike Bahn  
Los Angeles, CA

Hey Mike, here are some of the secret phrases you can say to get things done right in SOCOM:

"Bravo defuse bomb." Say this after planting your crosshairs on a bomb, and, well, bravo, the bomb is defused.

"Bravo open door." Say this after pointing your crosshairs at a door and it'll get unlocked for you.

"Team low profile." Say this and your team gets all ninja-like and starts stealthily capping fools left and right.

Sky Gunner	Atari	★★★★★	58
Sky Odyssey	Activision	★★★★	40
Sled Storm	EA Big	★★★★	55
Shy Copier and the Thieves Ransomus	Sony CEA	★★★★★	62
Smash Cars	Metro3D	★★★★	71
Smash Court Tennis Pro Tournament	Namco	★★★★	56
Smuggler's Run	Rockstar	★★★★★	58
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★★	52
Soccer America: International Cup	Hot-B	★★★★	48
Soccer Mania	EA Sports	★★★★★	59
SOCOM: U.S. Navy SEALs	Sony CEA	★★★★★	60

**UNLOCK LEVEL SELECT** Beat the game on the Lieutenant Junior Grade rank to unlock the Level Select option.

**UNLOCK THE MULTIPLE GRENADE LAUNCHER** To unlock the MGL (Multiple Grenade Launcher) just beat the game three times.

**USE TERRORIST WEAPONS** Beat the game with an Ensign rank. Soldier of Fortune Namco ★★★★★ 52

**3. Seed Collector** Finish subchapter 2 in Weapon Master mode. Then you can be a freaky lizard man!

Soul Reaver 2	Eidos	★★★★	52
Space Race	Infogrames	★★	59
Speed Kings	Acclaim	★★★★	70
Spider-Man	Activision	★★★★★	57
Splashdown	Infogrames	★★★★★	52
Splashdown: Rides Game Wild	THQ	★★★★★	72
Splitter Cell	Sony CEA	★★★★★	68
Spy Hunter	Midway	★★★★	50
Spyro: Enter the Dragonfly	Vivendi Universal	★★★★	64
Star Trek: Voyager	EA Sports Big	★★★★	55

Star Trek: Voyager	Eidos	★★★★	52
Star Wars: Bounty Hunter	LucasArts	★★★★	64
Star Wars: The Clone Wars	LucasArts	★★★★	65
Star Wars: Super Bombad Racing	LucasArts	★★★★	45
Star Wars: Jedi Starfighter	LucasArts	★★★★★	56
Star Wars: Racer Revenge	LucasArts	★★★★★	55
Star Wars: Jedi Knight	LucasArts	★★★★★	43
Star Wars: Jedi Knight	Gotham Games	★★★★	74
State of Emergency	Rockstar	★★★★	55
Stitch: Experiment 626	Sony CEA	★★★★	59
Street Fighter EX 3	Capcom	★★★★	39
Street Hoops	Activision	★★★★	60
Stretch Panic	Conspiracy	★★★★	47
Stuntman	Infogrames/Akane	★★★★	59

Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★★	63
Summer Heat Beach Volleyball	Acclaim	★★★★	72
Summoner	THQ	★★★★	39
Summoner 2	THQ	★★★★	62
Supernatural	Ubisoft	★★★★	51
Super Bust-A-Move	Acclaim	★★★★	41
Super Bust-A-Move 2	Ubisoft	★★★★	62
Superstar Street Challenge	Activision	★★★★	53
Superman: Shadow of Apokolips	Akane	★★★★	63
Surfing H30	Rockstar	★★★★	40
SWAT Global Strike Team	Sierra	★★★★	74
Swing Away Golf	EA Games	★★★★	38
Tarzan: Untamed	Ubisoft	★★★★	52
Taz Wanted	Infogrames	★★★★	60
Tekken 4	Namco	★★★★	61

**UNLOCK ALL CHARACTERS** Finish the game in Story Battle mode the following number of times to unlock these characters

1 Jin Kazama	4 Lei	7 Kuma
2 Violet	5 Bryan	8 Heihachi
3 Nina	6 Julia	9 Cammy

Other characters  
EDDY After completing Arcade/Story Battle with Christie, select Christie and press O.  
LEE After completing Arcade/Story Battle with Violet, select Violet and press O.  
PRADA After completing Arcade/Story Battle with Kuma, select Kuma and press O.









GAME	PUBLISHER	SCORE	ISSUE
Army Men: Air Attack 2	3DO	★★★★	39
Army Men: Green Rogue	3DO	★★★	47
Army Men: Sarge's Heroes	3DO	★★★★	32
Army Men: Sarge's Heroes 2	3DO	★★★★	40
Army Men: World War	3DO	★★★★	34
Army Men: World War - Final Front	3DO	★★★★	45
Army Men: World War - Land, Sea, Air	3DO	★★★★	39
Arrival Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★★	15
Atom	Acclaim	★★★★	16
Atom Anniversary Edition Redux	Infogrames	★★★★	54
Adams: The Lost Empire	SCEA	★★★★	38
ATV Quad Power Racing	Acclaim	★	49
ATV Mania	Gotham Games	★★★★	63
Austin Powers: Pinball	Gotham Games	★★★★	74
Auto Destruct	Electronic Arts	★★★★	6
Azure Dreams	Konami	★★★★	10
Backstreet Billiards	Asci	★★★★	15
Ball Breakers	Take 2	★★★★	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★★	21
Bass Landing	AgeTec	★★★★	26
Bass Rise	Bandai	★★★★	78
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	★	49
Batman: Gotham City Racer	Ubi Soft	★	46
Battle Hunter	AgeTec	★★★★	48
Barriestras: Global Assault	3DO	★★★	31
Beast Wars	Hasbro	★★★	5
Beyblade	Crave	★★★	66



As if you really want that blade to keep spinning, here's a trick to prolong this agonizing game: Hit **X**+**Y** (instead of **△**) when you launch your blade. Whee!

Big Air	Accolade	★★	20
Big Bass Fishing	Take 2	★	58
Big League Slugger Baseball	AgeTec	★★★	74
Big Of Bass 2	Konami	★★★★	45
Big Strike Bowling	Gotham Games	★★★★	68
Billiards	AgeTec	★★★★	45
Bio F.E.A.K.S.	Midway	★★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★★	41
Bleat Lacrosse	Acclaim	★★★	48
Bleat Radius	Psygnosis	★★★★	19
Bleat Master: Blasting Again	Crave	★★★★	38
Bleat	Sony CEA	★★★★	8
Blockids	Natsume	★★★	69
Bloody Roar	Sony CEA	★★★★	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	AgeTec	★★★	45
Bombberman Fantasy Race	Atari	★★★★	19
Bombberman Party Edition	Vatrac	★★★	38
Bombberman World	Atari	★★★	13
The Bombing Islands	Kenro	★★★	47
Boomboats	SouthPeak	★★★	27
Bottom of the 9th '99	Konami	★★★★	41
Bowling	AgeTec	★★★	42
Brats	AgeTec	★★★	45
Brave Fencer Musashi	Ubi Soft	n/a	n/a
Brave Air Race	Square EA	★★★★	15
Breakout	THQ	★★★	39
Breath of Fire III	Capcom	★★★★	9
Breath of Fire IV	Capcom	★★★★	40
Brigandine	Atari	★★★★	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★★	27
Bruswick Circuit Pro Bowling	THQ	★★★★	13
Bruswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★★	41

Bugs Bunny: Lost in Time	Infogrames	★★★★	23
Builder's Block	Jaleco	★★★★	35
Burstnik Wake Boarding!!	Natsume	★★	45
Bushido Blade 2	Square EA	★★★★	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★★	36
Bust A Move	Natsume	★★★★	17
Bust A Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★★	39
C: The Court Adventure	Konami	★★	12
c32: Final Resistance	Sony CEA	★★★★	58
Caesar's Palace 2000	Interplay	★	41
Caesar's Palace II	Interplay	★	15
Capcom vs. SNK Pro	Capcom	★★★	60
Card Games	AgeTec	★★	50
Cardinal SYN	Sony CEA	★★★★	9
CART World Series	Sony CEA	★★★	3
Casper: Friends Around the World	Sound Source	★★	41
CastleVania Chronicles	Konami	★★★★	50
Castles: Symphony of the Night	Konami	★★★★	2
Catch Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★★	22
Championship Bass	EA Sports	★★★★	31
Championship Motorsport 2000	THQ	★★★★	41
Championship Motorsport: Best of the Best	THQ	★★★★	25
Championship Surfer	Natsumi	★★★★	41
Chessmaster II	Mindspace	★★★	23
Chicken Run	Eidos	★★★★	41
Chicozoo Racing	Square EA	★★★★	23
Chocob's Dungeon 2	Square EA	★★★★	29
Chocob's Dungeon	Square EA	★★★★	36
Circuit Breakers	Mindspace	★★★	12
Civilization II	Activision	★★★★	18
Cleopatra's Fortune	Mud Duck	★★★	71
Clock Tower	Asci	★★★★	2
Clock Tower II: The Struggle Within	Asci	★★★★	28
Colony Wars	Sony CEA	★★★★	30
Colony Wars: Rite Sun	Psygnosis	★★★★	4
Colony Wars: Vengeance	Psygnosis	★★★★	1A
Command & Conquer: Red Alert	Virgin	★★★★	4
Commander	Sony CEA	★★★★	17
Commander 2	Bam	★★	41
Cool Boarders 2	Sony CEA	★★★★	3
Cool Boarders 3	989 Studios	★★★★	1A
Cool Boarders 4	989 Studios	★★★★	27
Cool Boarders 2001	Sony CEA	★★★	39
Countdown Vampires	Bandai	★★	32
Cover Ops: Nuclear Dawn	Activision	★★★	34
Crotch Bandits 2	Sony CEA	★★★★	3
Crotch Bandits: WARPS!	Sony CEA	★★★★	15
Crash Bash	SCEA/Universal	★★★	39
Crimin Killer	Interplay	★★	12
Critical Depth	GT Interactive	★★	3
Croc	FOX Interactive	★★★★	1
Croc 2	FOX Interactive	★★	22
Crossroad Crisis	AgeTec	★★	50
Crusaders of Night & Magic	3DO	★★	30
Cyber: Great Team Raising	Sony CEA	★★★★	36
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★★	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★	36
Darkscape	Take 2	★★★★	43
Dave Mirza Freestyle BMX	Acclaim	★★★	38
Dave Mirza Freestyle BMX: Maximum Remix	Acclaim	★★★	47
Dave Beckham Soccer	Mayco	★★★	61
Dead in the Water	ASC	★★	17
Dead or Alive	Tecmo	★★★★	8
Deathtrap Dungeon	Eidos	★★★	9

## REPLAY FORUM

**CREAT 'N' RUM!**  
Yo! I just bought *The Simpsons: Hit & Run* and your recommen-  
dation, and I need  
some cheats. Can  
you hook a girl up?

Sarita Church  
Eugene, OR

Here ya go!  
Ho top speed [you  
can just keep going  
faster and faster]  
OOOO  
Invincible car  
OOOO  
Tricky mode  
OOOO

**HITMAN 2**  
Say word, Team  
OPW: I thought your  
readers could use  
some codes for  
*Hitman 2*. If you  
haven't bought it  
yet, go get it right  
now!

Slow-motion mode:  
R2, L2, Up, Down, X,  
Up, L2

Wall healing:  
R2, L2, Up, Down, X,  
Up, Down

All weapons:  
R2, L2, Up, Down, X,  
Up, Square, X

Level skip:  
R2, L2, Up, Down, X,  
L2, Circle, X, Circle, X

Bomb mode:  
R2, L2, Up, Down, X,  
Up, L1

Wagon mode (this is  
awesome, it sticks  
people to the walls):  
R2, L2, Up, Down, X,  
L1, L1

Level select (so this  
is the main menu):  
R2, L2, Up, Down,  
Square, Triangle,  
Circle

Terry Winn  
villageidiot  
drunkenbastards.com

Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	Novalogic	★★★★	61
Demolition Race	Infogrames	★★★★	26
Destrage	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★★	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★★	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★★	31
Digimon Digital Card Battle	Bandai	★★★★	48
Digimon Rumble Arena	Bandai	★★★★	55
Digimon World	Bandai	★★★	36
Digimon World 2	Bandai	★★★	46
Digimon World 3	Bandai	★★★	57
Dino Crisis	Capcom	★★★	25
Dino Crisis 2	Capcom	★★★	38
Dirt Jockey	Natsumi	★★★	71
Disney's Dinosaur	Ubi Soft	★★	36
Disney's Treasure Planet	Sony CEA	★★★	64
Donald Duck: Gon' Quackers	Ubi Soft	★★★	39
Downhill Mountain Bike Racing	Activision	★★★	27
Dracula: The Last Sanctuary	DreamCatcher	★★★★	56
Dracula: The Resurrection	DreamCatcher	★★★★	48
Dragon Ball GT	Bandai	★★★	4
Dragon Ball Z: Ultimate Battle 22	Infogrames	★★★	69
Dragon Tales: Dragon Seek	NewKidCo	★★	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★	51
Dragonzeeds	Jaleco	★★★★	15

Driver: EA Interactive

Driver 2: Infogrames

Ducato World Championship Racing: Acclaim

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Dukes of Hazzard II: Daisy Dukes II: Out: Electronic Arts

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Land of the Babes: Infogrames

Duke Nukem: Time to Kill: GT Interactive

Dukes of Hazzard: SouthPeak

Duke Nukem: Total Meltdown: GT Interactive



## REWIND

OPM, December 1998



Five years is a long time in the gaming business. Some things remain relatively the same (such as the enduring platformer), while other aspects of the industry change as the years go by. We perused the December 1998 issue to see what was big news and what were the best and worst games at that given moment.

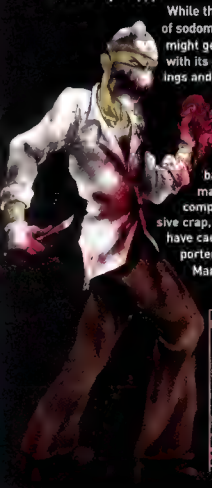
### BEST GAME OF THE MONTH

**Crash Bandicoot: Warped** earned itself a full five discs, with the proclamation, "If you can't find something you like in this game...you're dead." Great visuals, wide variety of gameplay, and challenging for newbies and veterans, *Crash 3* is a great throwback platformer to boot up whenever you get too pissed off at Jak II.

### KILLING THE THRILL

It was back in December when we reported that the "bloodiest game ever" was canned. With the clever headline "Thrill Kill, Dead," we reported on how EA felt that the market wasn't ready for its graphic content, even after being edited down from an AO (Adults Only) rating to an M (Mature). However, anyone who's played a, shall we say, "underground" build realized that the game itself was incredibly crappy.

While the gruesome executions and acts of sodomy were too much for 1998, they might get released nowadays. *Manhunt*, with its graphic depictions of eye gouging and beatdowns, is quite comparable (or worse) to *Thrill Kill*—OK, the unscrewing sodomy still might not fly, even today. But it's interesting to hear that overly graphic content could cause a backlash in both ratings and the market, and possibly cause game companies to publish bland, unoffensive crap, something that *Thrill Kill* could have caused. We'll have to see if the purported *Thrill Kill* effect occurs after *Manhunt* is released.



A not-so-thrilling kill

### EARTH, WATER, FIRE, AIR, AND (RAP) (WORST GAME)

Not only is *The Fifth Element* one of the lowest-rated games ever, it's also the very first game to receive a half-disc rating (old-school stars). Combine poor controls, horrendous graphics, and a terrible camera, and you have something that wasn't worth any money back then, but it's probably so cheap now it's worth getting just to check out just how awful it is.



### PSP GRANDDADDY

The biggest announcement at Tokyo Game Show '98? What could be considered a precursor to the PSP, Sony announced the PocketStation, a wee little thing that basically served as the template for the Sega Dreamcast's VMU (Visual Memory Unit). The PocketStation sported six buttons, a 32x32 black-and-white screen, a 15-block memory card, and infrared signals for multiplayer (even back then, Sony was thinking of ways to obtain wireless connectivity). Just as Sony is positioning PSP as more than just a gaming device, the PocketStation featured non-gaming components such as an alarm clock and calendar to serve as a useful tool for students and workers. Games announced back then were versions of *Crash Bandicoot: Warped*, *Street Fighter Zero 3*, and even *Final Fantasy VIII*.



### OTHER GREAT GAMES THAT CAPPED OFF 1998

Go hunt for a copy of *Brave Fencer Musashi*. It got four out of five discs back then, and it's a great little action-based distraction from Square. Boasting "platform-style jumping sequences and all sorts of different minigames" in addition to "puzzles and traps" that are "well-integrated within the game's story," its only flaws are a too-linear quest and controls that could use a slight tweak. Otherwise, it's a good find on eBay.

Another good find is *Oddworld: Abe's Exoddus*. After adding a much-needed "quicksave," Abe's puzzle-filled journey becomes significantly more playable. Sure, some of the action-platform elements might be jarring for those expecting hardcore puzzles, but the game's admitted oddity, and the puzzle design, merits sifting through the bargain bins and eBay listings.

GAME	PUBLISHER	SCORE	ISSUE
Final Fantasy Anthology	Square EA	*****	26
Final Fantasy Chronicles	Square EA	*****	47
Final Fantasy Origins	Square Enix	*****	67

Wanna build up your hit points real quick in *Final Fantasy II*? Wander around outside a town, get into random battles with easy enemies, then attack your own characters. The more HP you lose, the greater chance you'll be given an HP boost in return.

**DO AND UNDO** Another common FF2 trick is to perform an action, then cancel it during a battle. That makes leveling up weapon skills and magic spells incredibly easy. For example, if you want to raise your weapon level, select "fight," select a target, then cancel immediately afterwards. Do this over and over again. Magic is done in a similar manner. So eat Magic, then spell, then the target, then cancel it right after. The number of times you'll have to do this depends on the monsters being fought, but it could be anywhere from 50 to 100 times per level. Note that once you obtain 100 skill points for your current spell/weapon level, you can no longer gain any more in that battle. Also, changing the cursor settings to "Memory" might make it easier to level up magic this way.

### Final Fantasy Tactics

**UNLOCK CLOUD STRIFE** Wait until you're almost at the end of chapter four (or at least until you battle Zedix, Demon Adamantite, and Iggus Gashel). Give the Cancer Stone to Goug, and Cloud will join your party, but run off! Then make your way back to Zingides Trade City. You'll soon receive Cloud from some thieves, and you should then go to the nearby Volcano to retrieve his Master's Blade.

Final Fantasy VII	Sony CEA	*****	1
Final Fantasy VIII	Square EA	*****	25

### Final Fantasy IX

Fishermen's Hat	Konami	*****	18
Fishermen's Bat 2 Big Off Boss	Konami	*****	27
Flintstones Bedrock Bowling	SouthPeak	*****	37
Formula 1 '98	Empire	*****	44
Formula 1 '99	Psychosis	*****	85
Forsaken	Psychosis	*****	28
Fox Sports Golf '99	Acclaim	*****	10
Fox Sports Soccer '99	Fox Interactive	*****	11
Freestyle Boardin' '99	Capcom	*****	13
Freestyle Motocross McGrath vs. Pastarna	Acclaim	*****	40
Frigger	Hasbro	*****	4
Frogger 2 Swampy's Revenge	Hasbro	*****	38
Front Mission 3	Square EA	*****	31
Future Cop LA PD	Electronic Arts	*****	13
G-Police	Psychosis	*****	3
G-Police 2	Psychosis	*****	25
G-Darius	THQ	*****	33
Galaga Destination Earth	Hasbro	*****	19
Gallerians	Crave	*****	33
Gallipoli Racer	Tecmo	*****	28
Gauntlet Legends	Midway	*****	32
Gekido	Interplay	*****	34
Gekko: Shooting King	Natsume	*****	67
Gex Deep Cover Gekko	Eidos	*****	20
Gex: Enter the Gecko	Midway	*****	7
Ghost in the Shell	THQ	*****	4
Glover	Hasbro	*****	28
Gold and Glory: The Road to El Dorado	Sony CEA	*****	42
Gran Turismo	Sony CEA	*****	9
Gran Turismo 2	Sony CEA	*****	29
Grand Theft Auto	Take 2	*****	10
Grand Theft Auto 2	Rockstar	*****	27
Grand Theft Auto: London 1969	Rockstar	*****	22
Grand Tour Racing '98	Activision	*****	1
Grandia	Sony CEA	*****	26
Granstream Saga	THQ	*****	10
The Grinch	Konami/Universal	*****	39
Grim Session	Sony CEA	*****	34
Grudge Warriors	Take 2	*****	34
Guardian's Crusade	Activision	*****	19
Gubble	Mud Duck	*****	68
Gundam Battle Assault 2	Bandai	*****	62
Gunfighter: The Legend of Jesse James	Libri Soft	*****	52
Hardball '99	Accolade	*****	15



GAME	PUBLISHER	SCORE	ISSUE
Harry Potter and the Sorcerer's Stone	EA Games	★★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★★	64
Harvey Moon Back to Nature	Natsume	★★★★	40
HBO Boxing	Acclaim	★★★★	41
Heart of Darkness	Interplay	★★★★	13
Hellboy Asylum Escape	Dreamcatcher	★★★★	7
Hello Kitty's Cube Frenzy	NewKidCo	★★★★	20
Herz's Adventures	LucasArts	★★★★	2
High Heat Baseball 2000	3DO	★★★★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hoosiers Road Trip	Ubisoft	★★★★	55
Hoshigami: Running Blue Earth	Atari	★★★★	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★★	30
Hot Wheels Turbo Racing	Electronic Arts	★★★★	25
Hydro Thunder	Midway	★★★★	31
INRA Drag Racing	Bethesda	★★★★	9
In Cold Blood	DreamCatcher	★★★★	49
Incredible Crisis	Titus	★★★★	38
Inspector Gadget: Gadgets Crazy Maze	Ubisoft	★★★★	50
Intelligent Qube	Sony CEA	★★★★	2
Intellivision Classic Games	Activision	★★★★	28
Int'l Superstar Soccer 98	Konami	★★★★	11
Int'l Track & Field 2000	Konami	★★★★	27
Int'lTasha	Bandai	★★★★	68

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA

UNLOCK ALL CHARACTERS (except Tototar)

UNLOCK TOTOSAI

UNLOCK DEMON INUYASHA



GAME	PUBLISHER	SCORE	ISSUE
NCAA Football 98	EA Sports	★★	2
NCAA Football 99	EA Sports	★★★★★	12
NCAA Football 2000	EA Sports	★★★★★	25
NCAA Football 2001	EA Sports	★★★★★	36
NCAA GameBreaker 98	Sony CEA	★★★★★	4
NCAA GameBreaker 99	989 Studios	★★★★★	15
NCAA GameBreaker 2000	989 Studios	★★★★★	25
NCAA GameBreaker 2001	Sony CEA	★★★★★	37
NCAA March Madness 98	EA Sports	★★	3
NCAA March Madness 99	EA Sports	★★	18
NCAA March Madness 2000	EA Sports	★★★	29
NCAA March Madness 2001	EA Sports	★★★	41
Nectans: Military Madness	Jaleco	★★★★★	12
Need for Speed III	Electronic Arts	★★★★★	8
Need for Speed: High Stakes	Electronic Arts	★★★★★	26
Need for Speed: Porsche Unleashed	Electronic Arts	★★★★★	33
Need for Speed: V-Rally	Electronic Arts	★★	3
Need for Speed: V-Rally 2	Electronic Arts	★★★	28
Newman/Haas Racing	Pygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	Midway	★★★★★	13
NFL Blitz 2000	Midway	★★★★★	24
NFL Blitz 2001	Midway	★★★★★	38
NFL GameDay 98	Sony CEA	★★★★★	1
NFL GameDay 99	989 Studios	★★★★★	13
NFL GameDay 2000	989 Studios	★★★★★	25
NFL GameDay 2001	989 Studios	★★★★★	37
NFL GameDay 2002	Sony CEA	★★★★★	49
NFL GameDay 2003	Sony CEA	★★★★★	62
NFL GameDay 2004	Sony CEA	★★★★★	74
NHL Xtrems	989 Studios	★★	11
NHL Xtrems 2	989 Studios	★★	24
NHL 98	EA Sports	★★★★★	2
NHL 99	EA Sports	★★★★★	15
NHL 2000	EA Sports	★★★★★	26
NHL 2001	EA Sports	★★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	Sony CEA	★★★★★	2
NHL FaceOff 2000	989 Studios	★★★★★	16
NHL FaceOff 2001	989 Studios	★★★★★	28
NHL FaceOff 2002	Sony CEA	★★★★★	38
NHL Rock the Rink	Electronic Arts	★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★	3
Nightmare Creatures II	Konami	★★	33
Ninja Shadow of Darkness	Edios	★★	15
Nuclear Strike	Electronic Arts	★★★★★	3
O.D.T.	Pygnosis	★★	15
Oddworld: Abe's Exoddus	GT Interactive	★★★	13
Oddworld: Abe's Oddysee	GT Interactive	★★★★★	1
Omega Boost	Sony CEA	★★★★★	25
One Piece	ASC	★★★★★	4
One Piece Mansion	Capcom	★★	50
One Piece World	Namco	★★★★★	25
Pandemonium 2	Midway	★★★	3
Panzer Front	Ageetec	★★★	51
Parasite Eve	Sony CEA	★★★★★	12
Parasite Eve II	Square EA	★★★★★	37
Patriotic Pinball	Gotham Games	★★★	70
Persona 2: Eternal Punishment	Atlus	★★★★★	41
Peter Jacobson's Golden Tee Golf	Infogrames	★★★★★	37
PGA Tour 98	EA Sports	★★	3
Pha The Adventure	Ageetec	★★	74
Pinobee	Konami	★★	68
Pipe Dreams 3D	Empire Int	★★	52
Prifall 3D	Activision	★★	9
Planet of the Apes	Ubi Soft	★★	63
Play With The Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★★	11
Point Blank	Namco	★★★★★	6
Point Blank 2	Namco	★★★★★	20

## REPLAY FORUM

**BGDA LEVELING**  
Hey DPM, I thought Baldur's Gate: Dark Alliance so I can level up my characters in preparation for BG: DA2. Anyhow, do you know of any cool cheats to make me a supercool guy who can beat up Orizz Do'Urden?

Dave Grayis  
Sacramento, CA

Well, you want to make an ultimate character, so here's the ultimate cheat: Hold down L1+R3+ (on your D-pad) + (while doing that, press R3 down on the left analog). Boom, your character advances to level 20 and you'll get all level-one feats, plus 75,000 in gold.

### JAN AND SECRETS

Based on your review, I wanted to really sure if I wasn't to buy Jak II, so I went with the safe bet of getting Jak and Daxter first. I finished it once already, and I heard that there is a secret ending to the game. How do I get it? Do I have to do something really crazy, like finish the game in three hours or something? Is the secret ending worth whatever I have to do?

Jay Hawkins  
Reno, NV

Of course it's worth it! Secret endings are worth the trouble, no matter what. While it's true that some normal game endings stink, the secret ending is always fun enough to be worth it. Anyway, you just need to collect at least 100 power cells to see it. Good luck!

GAME	PUBLISHER	SCORE	ISSUE
Point Blank 3	Namco	★★★★★	64
Polars SnoCross	Vatical	★★★	38
Pong	Hasbro	★★★★★	27
Pool Hustler	Activision	★★★★★	15
Populous: The Beginning	Electronic Arts	★★	21
Porsche Challenge	Ubi Soft	★★	1
Power Play Sports: Trivia	Libi Soft	★★★	58
Power Rangers Lightspeed Rescue	THQ	★★	40
Power Shovel	Acclaim	★★★	49
Power Soccer 2	Pygnosis	★★	5
Power Spike Pro Beach Volleyball	Infogrames	★★★	41
The Powerpuff Girls: Chemical X-Traction	Bam	★★	51
Poy Poy	Konami	★★★	3
Pro 18 World Tour Golf	Pygnosis	★★	19
Pro Pinball: Big Race USA	Empire	★★★★★	37
Pro Pinball: Fantastic Journey	Empire	★★★★★	37
Pro Pinball: Timeshock?	Take 2	★★	10
Psybabe	Pygnosis	★★	15
Punky Skunk	Jaleco	★★★★★	6
Putter Golf	Ageetec	★	53
Puzzle Star Sweep	Ageetec	★★★	43
Puzzick	Midway	★★	71
Q-Bert	Hasbro	★★	28
Quake II	Activision	★★★★★	27
R-Type Delta	Ageetec	★★★	23
R-Types	Asics	★★★★★	17
RA Ridge Racer Type A	Namco	★★★★★	20
Racing	Ageetec	★	43
Rage Ball	Ageetec	★★	68
Railroad Tycoon II	Take 2	★★★	30
Rankdown Six	Red Storm	★★	27
Rally Cross 2	989 Studios	★★★★★	15
Rampage	Midway	★★★	4
Rampage 2: Universal Tour	Midway	★★	21
Rampage Through Time	Midway	★★	36
Ray Racers	THQ	★★★	5
RayCrisis	Working Designs	★★★	38
Rayman 2: The Great Escape	Ubi Soft	★★★★★	35
Rayman Ban Games	Ubi Soft	★★★★★	50
Rayman Rush	Ubi Soft	★★★★★	57
Rayman Freestyle Scooter	Crave	★★★	41
RC de Gazi	Acclaim	★★★★★	40
RC Helicopter	Ageetec	★★	67
RC Revenge	Acclaim	★★★★★	38
RC Stunt Copier	Titus	★★★★★	25
Re-Volt	Acclaim	★★	26
Ready 2 Rumble	Midway	★★★★★	27
Ready 2 Rumble: Round 2	Midway	★★★★★	40
Red Asphalt	Interplay	★★	3
Red Fling	Interplay	★★★	3
Reel Fishing II	Natsume	★★	34
Resident Evil: Director's Cut	Capcom	★★★★★	2
Resident Evil 2	Capcom	★★★★★	6
Resident Evil 2: Dual Shock	Capcom	★★★★★	13
Resident Evil 3: Nemesis	Capcom	★★★★★	27
Resident Evil: Survivor	Capcom	★★★★★	38
Rhapsody: A Musical Adventure	Atlus	★★★★★	35
Rising Zan	Ageetec	★★★★★	24
Risk	Hasbro	★★★★★	11
Rival Schools	Capcom	★★★★★	14
River: The Secret to Myst	Activision	★★★★★	11
Road Rash 3D	Electronic Arts	★★	44
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Marcel	★★★	41
Rocket Power: Team Rocket Rescue	THQ	★★	51
Rogue Trip	GT Interactive	★★	14
Roll Away	Pygnosis	★★★★★	13
Rollage	Pygnosis	★★★★★	19
Rollage Stage II	Pygnosis	★★★★★	31
Romance of the Three Kingdoms VI	Koei	★★	30
Romwell Conquerors: Alens, Myths, & Legends	Red Storm	★★	48
RPG Maker	Ageetec	★★★★★	35
Rugrats: Tooty Angelica	THQ	★★★★★	48
Rugrats in Paris: The Movie	THQ	★★★★★	41

GAME	PUBLISHER	SCORE	ISSUE
Runabout 2	Hot-B	★★	36
Running Wild	989 Studios	★★★	19
Rushdown	Electronic Arts	★★	14
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	★	45
SalGa Frontier	Sony CEA	★★★★★	8
SalGa Frontier 2	Square EA	★★★★★	29
Saikyoku Journey West	Koei	★★★★★	47
Saltwater Sportsfishing	Ageetec	★★	52
Samus Sosa High Heat Baseball 2001	3DO	★★★	32
Samus Sosa Softball Slam	3DO	★★★	33
Samurai Showdown: Warrior's Rage	SNK	★★	36
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★★	28
Sentinel Returns	Pygnosis	★★	11
Sesame Street Sports	NewKido	★★★★★	54
Sesame Madness	Crave	★★★	19
Shadow Man	Acclaim	★★	27
Shadow Master	Pygnosis	★★	5
Shadow Tower	Ageetec	★	28
Shanghai: True Valor	Sunsoft	★★★★★	20
Sheep	Empire	★★	41
Shrek: Treasure Hunt	TDK Medactive	n/a	n/a
Shylockers	Pygnosis	★★	3
Shooter: Space Shot	Ageetec	★★★★★	48
Shooter: Starfighter Sarvein	Ageetec	★★★	43
Shuttle Bomber	Banda	★★★★★	30
Silent Hill	Konami	★★★★★	25
Silhouette Mirage	Working Designs	★★★★★	28
Sim Theme Park	Electronic Arts	★★★	33
The Simpsons Wrestling	Taro	★★	45
Skullminders	Electronic Arts	★★★★★	4
Skydive Extreme	Banpresto	★★★	49
Slam Stick	Electronic Arts	★★★★★	6
Slots	Activision	★★	72
Small Soldiers	Electronic Arts	★★	15
Smurfs	Infogrames	★★★	29
Smurfs: The Movie	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★★	37
Snowboarding	Ageetec	★★	43
Sol Divide	XS Games	★★★	68
Sorcerer's Maze	XS Games	★★★	68
Soul of the Samurai	Konami	★★	24
South Park	Acclaim	★★	27
South Park: Chef's Luv Shack	Acclaim	★★	28
South Park: Rally	Acclaim	★★	29
Space Invaders	Activision	★★	27
Spawn: The Eternal	Sony CEA	★★★★★	2
Spec Ops: Covert Assault	Take 2	★★	52
Spec Ops: Ranger Elite	Take 2	★★	46
Spec Ops: Stealth Patrol	Take 2	★★	34
Speed Punks	Sony CEA	★★★★★	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★★	40
Spider-Man	Activision	★★★★★	20
Spider-Man 2: Enter Electro	Activision	★★★★★	50
Sport Jam	Take 2	★★	38
SpongeBob SquarePants	THQ	★★	51
Sports Car GT	Electronic Arts	★★	21
Spyro the Dragon	Sony CEA	★★★★★	11
Spyro 2: Ripto's Rage!	Sony CEA	★★★★★	22
Spyro 3: Year of the Dragon	Sony CEA	★★★★★	39
Star Ocean: The 2nd Story	Sony CEA	★★★★★	22
Star Trek: Invasion	Activision	★★★★★	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★★★★	33
Star Wars Episode II: Attack of the Clones	LucasArts	★★★★★	38
Star Wars Episode III: Revenge of the Sith	LucasArts	★★★★★	41
Star Wars Masters of Tems Ka	LucasArts	★★★★★	4
Star Wars Demolition	LucasArts	★★★★★	4
Star Wars: The Force Unleashed	Sony CEA	★★★★★	2
Steak	GT Interactive	★★★	15
Street Fighter Alpha 3	Capcom	★★★★★	21
Street Fighter: Collection	Capcom	★★★★★	4
Street Fighter: Collection 2	Capcom	★★★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★★	2
Street Fighter EX2 Plus	Capcom	★★★★★	33





GAME	PUBLISHER	SCORE	ISSUE
Street Racketball	Agelec 4	18	
Street Skier	Electronic Arts 4	19	
Street Skier 2	Electronic Arts 4	32	
Strider 2	Capcom 4	34	
Striker Pro 2000	Infogrames 4	33	
Stinkers 1945	Agelec 4	44	
Stuart Little 2	Sony CEA 4	60	
Stukoden II	Konami 4	68	
Super Bubble Pop	Jaleco 4	26	
Super Shot Soccer	Tecmo 4	31	
SuperStrike 2000	EA Sports 4	62	
SuperCROSS 2000	EA Sports 4	29	
SuperCROSS Circuit	989 Studios 4	28	
Superstar Dance Club #1 Hits!!	XS Games 4	67	
Surf Riders	Ubi Soft 4	35	
Sydney 2000	Eidos 4	38	
<b>Syphon Filter</b>	<b>989 Studios 4</b>	<b>18</b>	
Syphon Filter 2	989 Studios 4	51	
Syphon Filter 3	Sony CEA 4	52	
Tai Fu	Activision 4	19	
T.A. & C.	Sunsoft 4	20	
Tactics Ogre	Atlus 4	12	
Tail Concerts	Atlus 4	26	
Tales of Destiny	Namco 4	33	
Tales of Destiny II	Namco 4	49	
<b>Tarzan</b>	<b>Sony CEA 4</b>	<b>24</b>	
Team Buddies	Midway 4	38	
Team LOSI KC Racing	Fox Interactive 4	33	
<b>Tekken 1</b>	<b>Namco 4</b>	<b>18</b>	
<b>Tekken 2</b>	<b>Activision 4</b>	<b>14</b>	
Tenchu 2: Birth of the Stealth Assassins	Activision 4	53	
Tennis	Agelec 4	37	
Tennis Arena	Ubi Soft 4	40	
<b>Test Drive 4</b>	<b>Acclaim 4</b>	<b>3</b>	
<b>Test Drive 5</b>	<b>Acclaim 4</b>	<b>15</b>	
Test Drive 6	Infogrames 4	27	
Test Drive Le Mans	Infogrames 4	26	
Test Drive Off-Road 3	Infogrames 4	34	
Thousand Arms	Atlus 4	26	
Thrasher: Skate & Destroy	Rockstar 4	29	
Threads of Fate	Square EA 4	35	
Thunder Force V	Working Designs 4	13	
Tiger Woods 99 PGA Tour Golf	EA Sports 4	16	
Tiger Woods PGA Tour 2001	EA Sports 4	41	
Tigger's Honey Hunt	NewKidCo 4	44	
Time Crisis Project Titan	Namco 4	45	
Tiny Tank	Sony CEA 4	25	
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy 4	50	
Tiny Toons: The Great Beanstalk	NewKidCo 4	44	
TOCA 2	Activision 4	27	
Tom & Jerry in House Trap	Eidos 4	41	
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm 4	45	
<b>Tomb Raider II</b>	<b>Eidos 4</b>	<b>4</b>	
<b>Tomb Raider III</b>	<b>Eidos 4</b>	<b>36</b>	
Tomb Raider: Chronicles	Eidos 4	41	
Tomb Raider: The Last Revelation	Eidos 4	29	
Tomb! 2: The Evil Swine Return	Sony CEA 4	11	
<b>Tomorrow Never Dies</b>	<b>Electronic Arts 4</b>	<b>23</b>	
Tony Space Station	Hasbro 4	41	
<b>Tony Hawk's Pro Skater</b>	<b>Activision 4</b>	<b>28</b>	
<b>Tony Hawk's Pro Skater 2</b>	<b>Activision 4</b>	<b>33</b>	
Tony Hawk's Pro Skater 3	Activision 4	51	
Tony Hawk's Pro Skater 4	Activision 4	64	
Toonsteinen Dare to Scare	Vatical 4	29	
Tomoko: The Last Hope	Enix 4	20	
Tot Story 2	Activision 4	28	
Tot Story Racer	Activision 4	34	
Transformers: Beast Wars Transmetal	Bam 4	46	
Trap Gunner	Atlus 4	13	
Treasures of the Deep	Namco 4	1	
Trickin' Snowboarder	Capcom 4	25	
Triple Play '99	EA Sports 4	29	
Triple Play 2000	EA Sports 4	20	

GAME	PUBLISHER	SCORE	ISSUE
<b>Triple Play 2001</b>	<b>EA Sports 4</b>	<b>12</b>	
Triple Play Baseball	EA Sports 4	44	
Turbo Pro Racing	Sony CEA 4	11	
Turnabout	Natsume 4	69	
<b>Twisted Metal III</b>	<b>989 Studios 4</b>	<b>18</b>	
<b>Twisted Metal 4</b>	<b>989 Studios 4</b>	<b>24</b>	
Twisted Metal: Small Brawl	Sony CEA 4	52	
Tyco RC Assault With a Battery	Mattel 4	38	
Ultimate 8-Ball	THQ 4	22	
Ultimate Fighting Championship	Crave 4	40	
Ultimate Llammy	Sony CEA 4	24	
The Unholy War	Eidos 4	14	
Upswing X	3DO 4	17	
Urban Chaos	Eidos 4	33	
Vagrant Story	Square EA 4	33	
Valkyrie Profile	Enix 4	36	
Vampire Hunter D	Jaleco 4	37	
Vanrak	Jaleco 4	32	
Vandal Hearts II	Konami 4	27	
Vanguard Bandits	Working Designs 4	33	
Vanshington Pop	Acclaim 4	44	
Vegas Games 2000	3DO 4	27	
V.I.P.	Ubi Soft 4	51	
<b>Vigilante 2</b>	<b>Activision 4</b>	<b>38</b>	
Vigilante 2: Second Offense	Activision 4	29	
Virtual Kasparov	Titus 4	49	
VR Baseball '99	Interplay 4	11	
VR Sports Powerboat Racing	Interplay 4	10	
Vs	THQ 4	3	
Walt Disney World Quest Magical Racing Tour	Eidos 4	33	
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft 4	41	
War Jetz	3DO 4	48	
WarGames: Defcon 1	MGM Interactive 4	12	
Warpath: Jurassic Park	Electronic Arts 4	27	
Warriors of Might and Magic	3DO 4	41	
Warzone 2100	Eidos 4	22	
WCW Backstage Assault	EA Games 4	40	
WCW Mayhem	Electronic Arts 4	26	
<b>WWF Attitude</b>	<b>THQ 4</b>	<b>13</b>	
WWF No Mercy	THQ 4	17	
The Weakest Link	Activision 4	51	
<b>Wheel of Fortune</b>	<b>Hasbro 4</b>	<b>17</b>	
Wheel of Fortune 2	Hasbro 4	39	
Winnie the Pooh Kindergarten	Bam n/a	n/a	
Winnie the Pooh Preschool	Bam n/a	n/a	
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA 4	35	
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA 4	47	
Wild 9	Interplay 4	15	
Wild Arms 2	Sony CEA 4	33	
The Wild Thornberys: Animal Adventure	Mattel 4	41	
WipeOut 3	Psygnosis 4	26	
Woody Woodpecker Racing	Konami 4	40	
World Cup 98	EA Sports 4	10	
World Destruction League: Thunder Tanks	3DO 4	39	
World Is Not Enough	Electronic Arts 4	40	
World's Scariest Police Chases	Activision 4	47	
Worms Armageddon	Hasbro 4	27	
Worms World Party	Ubi Soft 4	55	
Wu-Tang Shaolin Style	Activision 4	28	
WWF Attitude	Acclaim 4	24	
<b>WWF SmackDown!</b>	<b>THQ 4</b>	<b>26</b>	
<b>WWF SmackDown! 2</b>	<b>THQ 4</b>	<b>40</b>	
<b>WWF War Zone</b>	<b>Acclaim 4</b>	<b>12</b>	
X-Blade: Inline Skater	Crave 4	55	
X-Files	Fox Interactive 4	28	
X-Files: Pro Boarder	ESPN Digital 4	14	
X-Men: Children of the Atom	Acclaim 4	6	
X-Men: Mutant Academy	Activision 4	36	
X-Men: Mutant Academy 2	Activision 4	50	
Xena: Warrior Princess	Electronic Arts 4	26	
Xenogears	Square EA 4	14	
You Don't Know Jack!	Berkeley Systems 4	25	
You Don't Know Jack! Mock 2	Sierra 4	40	
Yu-Gi-Oh! Forbidden Memories	Konami 4	57	

## READER REVIEWS

### Virtual Soul Fighting

We want your reviews of the best and worst games, so write a review and send it to [opm@illdavis.com](mailto:opm@illdavis.com). We can't publish everyone, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

#### VF4 VS. SCII

**What you said:** "As a fighting-game fan and enthusiast (and not just of the 3D kind), Christmas came early when sequels to two of the finest brawlers of all time were released in quick succession this summer. While the new *Soul Calibur* bears a "II" indicating a true sequel, in all honesty, it is much like VF Evo in that it is more of an update of a previous game. But what an update it is, Namco would have had to miss up pretty bad to screw up the follow-up to what is quite possibly the single greatest fighter of all time. And while *Soul Calibur II* necessarily doesn't reinvent the game, or the genre for that matter, it does everything to near perfection.

Every SC fan will more than likely find their favorite character in this edition in some form, with an updated move list building on the fighter's previous style. Beginners will be able to pick up this game and hack away, while masters will fine tune their skills against both human and A.I. opponents (especially in the new Weapons Master mode). There are two problems I have with SC though, the first being that the PS2 got a crappier exclusive character than the other versions (if they could license Link for Nintendo, why couldn't we get Dante from DMC?). The second being, in all honesty, SCII is more than other fighting games is best: played against another human player, of your relative skill level, for people who just play against the computer, it might get dull.

I personally think that no fighting-game fan can go wrong with either game, but I personally prefer VF4. It's deeper, more strategic, and boasts two new characters and a new Quest mode replacing Kumite, not to mention what is probably the best fighting-game engine of all time (plus its only \$20!). I personally see myself playing a lot more VF4 than SCII when I'm by myself, as a dedicated player will have tons to do with the Training mode, Quest mode, Japanese A.I., and experimentation with different characters. It's a tough call to make, as each game is so good in its own right. Both games also make fine use of the Dual Shock 2. Only purists and fighting-game fanatics will need to buy an arcade stick (may I suggest one from X-Arcade?). It's a tough decision to make, largely one of personal preference; try out each one and decide for yourself (or get both!). Whatever your choice, you will not be disappointed."

Your Scores:

VF4: 4.5/5.0

SCII: 4.0/5.0

Vincent Cimino

[nman45@aol.com](mailto:nman45@aol.com)

**What you said:**

VF4: "All of the things that made us go gaga over the original VF4 still stand."

SCII: "Soul Calibur II is brilliant. It's one of those extremely rare games that screams perfection."

Your Scores:

VF4: 4.5/5.0

SCII: 4.5/5.0

"No fighting-game fan can go wrong with either game."





# NEXT MONTH

January 2004  
On sale Dec. 9

**13 PLAYABLE DEMOS! ONLY IN THE OFFICIAL MAG!**



Syphon Filter:  
The Omega Strain  
SOCOM II:  
U.S. Navy SEALs  
Freedom Fighters  
Conflict: Desert  
Storm II—Back  
to Baghdad  
Madden NFL 2004  
NCAA Football 2004

ESPN College Hoops  
Rise to Honor  
R-Type Final  
Whiplash  
Jimmy Neutron:  
Boy Genius  
Disney's Extreme  
Skate Adventure  
Teenage Mutant  
Ninja Turtles



**THE HUMONGOUS  
2004  
PREVIEW SPECTACULAR!**



## ADVERTISER INDEX

<b>A.D. Vision</b> <a href="http://www.thedivisionnetwork.com">www.thedivisionnetwork.com</a>	151, 175, 183
<b>Acclaim Entertainment</b> <a href="http://www.acclaim.com">www.acclaim.com</a>	181
<b>Activision</b> <a href="http://www.activision.com">www.activision.com</a>	22-23, 78-79, demo
<b>Atari, Inc.</b> <a href="http://www.atari.com">www.atari.com</a>	13, 32-33, 109, 139, 165
<b>Atlantic Records</b> <a href="http://www.atlantic-records.com">www.atlantic-records.com</a>	89
<b>Bandai America Inc.</b> <a href="http://www.bandai.com">www.bandai.com</a>	161
<b>BradyGames</b> <a href="http://www.bradYGames.com">www.bradYGames.com</a>	102, 103, 112, 169
<b>Capcom USA Inc.</b> <a href="http://www.capcom.com">www.capcom.com</a>	203, 204
<b>DC Shoes, Inc.</b> <a href="http://www.deshoesusa.com">www.deshoesusa.com</a>	39
<b>Eidos Interactive Inc.</b> <a href="http://www.eidos.com">www.eidos.com</a>	4-5, 27-29, 130-131
<b>Electronic Arts</b> <a href="http://www.ea.com">www.ea.com</a>	10-11, 16-17, 18-19, 20-21, 30-31, 40-41, 96-97, 122-123, demo
<b>Electronics Boutique/EB Cat.</b> <a href="http://www.ebgames.com">www.ebgames.com</a>	66A-66B, 67, 171
<b>Encore Software</b> <a href="http://www.encoresoftware.com">www.encoresoftware.com</a>	158-159
<b>Full Sail Real World</b> <a href="http://www.fullsail.com">www.fullsail.com</a>	15
<b>Gamertv</b> <a href="http://www.gamertv.com">www.gamertv.com</a>	173
<b>Intec Inc.</b> <a href="http://www.inteclink.com">www.inteclink.com</a>	163
<b>Jaleco USA</b> <a href="http://www.jaleco.com">www.jaleco.com</a>	133
<b>Koei Corporation</b> <a href="http://www.koei.com">www.koei.com</a>	81, 83, 85
<b>Konami America</b> <a href="http://www.konami.com">www.konami.com</a>	82, 101, 157
<b>Kotobuki System Co. Ltd.</b> <a href="http://www.top-geai.com">www.top-geai.com</a>	164-165
<b>LucasArts Entertainment</b> <a href="http://www.lucasarts.com">www.lucasarts.com</a>	43
<b>Maxis - EA</b> <a href="http://www.maxis.com">www.maxis.com</a>	129
<b>Midway Games, Inc.</b> <a href="http://www.midway.com">www.midway.com</a>	34A-34B, 34-35, 65, 73
<b>Namco Hometek</b> <a href="http://www.namco.com">www.namco.com</a>	56-57, 105, 119, 167, 185
<b>Nestle Food Company</b> <a href="http://http://butterfinger.com/">http://butterfinger.com/</a>	115
<b>Sega Of America</b> <a href="http://www.sega.com">www.sega.com</a>	91
<b>Sony Computer Entertainment</b> <a href="http://www.scea.com">www.scea.com</a>	2-3, 51, 52, 53
<b>Sony Online Entertainment</b> <a href="http://www.sonyonline.com">www.sonyonline.com</a>	6-7, 60-61
<b>Square Enix U.S.A.</b> <a href="http://www.square-enix-usa.com">www.square-enix-usa.com</a>	45, 127
<b>Take 2 Interactive Software</b> <a href="http://www.take2games.com">www.take2games.com</a>	46-47, 111
<b>TapWave, Inc.</b> <a href="http://www.tapwave.com">www.tapwave.com</a>	113
<b>Tecmo Inc.</b> <a href="http://www.tecmoinc.com">www.tecmoinc.com</a>	75, 179
<b>THQ Inc.</b> <a href="http://www.thq.com">www.thq.com</a>	120-121, 141, 142-143
<b>Ubisoft Entertainment</b> <a href="http://www.ubisoft.com">www.ubisoft.com</a>	90-93, 94-95, 106-107, 124-125, 146-147, 155
<b>Vivendi Universal Games</b> <a href="http://www.vugames.com">www.vugames.com</a>	8-9, 68-69, 71, 150-151
<b>Warner Home Video</b> <a href="http://www.warnerhomevideo.com">www.warnerhomevideo.com</a>	25, 59



# Outlaw. Renegade. Hero.



*From daring archery ambushes to swashbuckling swordfights, from the battlefield to the jousting field, live the*

## ROBIN HOOD DEFENDER OF THE CROWN

*legend of Robin Hood. Use every ounce of cunning, strategy and wit to bring the tyranny of Prince John to an end!*



Suggestive Themes  
Violence



PlayStation 2



CINEMAWARE  
HEROES LIVE FOREVER  
cinemaware.com

CAPCOM  
capcom.com

© CAPCOM CO., LTD. 2003. © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. Defender of the Crown is a registered trademark of Cinemaware, Inc. Robin Hood: Defender of the Crown © 2003 Cinemaware, Inc. Cinemaware, the Cinemaware logo and "Heroes Live Forever" are registered trademarks of Cinemaware, Inc. All Rights Reserved. Published and distributed exclusively under license by Capcom USA, Inc. Microsoft, Xbox and the Xbox Logo are other registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.





INTRODUCING A BRAND NEW  
PLAYABLE CHARACTER: AXL



VIBRANT GRAPHICS! A UNIQUE  
MIX OF 2D & 3D ACTION



DOUBLE-HERO CHARACTER  
SELECT FOR STRATEGIC BATTLES

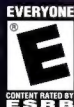
# MEGA MAN X EXPLODES ONTO THE PlayStation®2



Join the Anniversary  
**BASH**



# MEGAMAN X7



Violence

**CAPCOM**

PlayStation 2



[capcom.com/megaman](http://capcom.com/megaman)

© CAPCOM CO., LTD. 2003 © CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN is a trademark of CAPCOM CO., LTD. 2003. ALL RIGHTS RESERVED.  
The ratings icon is a registered trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Made with love by

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [retromags.com](http://retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!